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CONFLICT: DESERT STORM II™

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COMBAT BASICS
CHARACTERS

UNIT PROFILE

JOHN BRADLEY

ROLE: Team Leader
SPECIALITY: Communications, assault weapons
STARTING RANK: Sergeant

STARTING SKILLS:

RIFLEMAN	PISTOL	MEDIC
★★★	★★	★

Bradley is the leader of the team—the lynchpin that holds it together. Skilled with all types of assault rifles and pistols, he is formidable in combat. His extensive training as a forward observer qualifies him to call in artillery support by using his communications set and laser target designator for air strikes. Famous for his calmness in high-pressure situations, he commands fierce loyalty from his soldiers. His superiors consider him the best patrol leader in the Special Forces.

* In the Delta Force, Bradley has a three-star rifleman skill, a two-star pistol skill, and a one-star combat engineer skill. (He has no medic skill.)

UNIT PROFILE

PAUL FOLEY

ROLE: Sniper
SPECIALITY: All sniper weapons
STARTING RANK: Corporal

STARTING SKILLS:

SNIPER	PISTOL	MEDIC
★★★	★★	★

An expert sniper, Foley aced the Special Forces marksmanship tests when he joined up. He has instructor-level familiarity with every sniper rifle in use by armed forces the world over, from the H&K PSG1 and Barrett M82 "Light Fifty" to the Accuracy International L96A1 and Russian-made Dragunov. An old friend of Bradley's from basic training, his favorite trick is taking down enemy officers with a single bullet, sowing confusion and panic in enemy ranks.

* In the Delta Force, Foley has a three-star sniper skill, a two-star rifleman skill, and a one-star pistol skill. (He has no medic skill.).)

UNIT PROFILE

MICK CONNORS

ROLE: Heavy Weapons Specialist
SPECIALITY: Light and heavy machine guns, antitank rockets
STARTING RANK: Corporal
STARTING SKILLS:

MACHINE GUN	ANTITANK	MEDIC
★★★	★★	★

Connors provides heavy weapons support for the team. Huge and muscular, he has no problem toting the M60E3 machine gun around the battlefield; he uses it to hammer enemy troops with sustained and accurate fire. He has saved the lives of his comrades on countless occasions, single-handedly holding off large numbers of hostiles and giving his teammates time to escape. He is never seen without at least one antitank rocket slung over his shoulder, and he is an expert at taking down armored vehicles with his precision shooting.

* In the Delta Force, Connors has a three-star antitank skill, a two-star machine gun skill, and a one-star pistol skill. (He has no medic skill.)

UNIT PROFILE

DAVID JONES

ROLE: Infiltration and Demolitions Expert
SPECIALITY: Silenced weapons, explosives
STARTING RANK: Corporal
STARTING SKILLS:

COMBAT ENGINEER	RIFLEMAN	MEDIC
★★★	★★	★

Jones is an expert at infiltration and demolition. Often, the first clue the enemy has of his presence is when the installation he or she guards explodes. His weapon of choice is the MP5-SD, a silenced submachine gun that can fire 10 rounds a second without making a noise to alert nearby troops. In his pack, he carries antitank mines and C4 plastic explosive, with which he can neutralize almost any target the team encounters.

* In the Delta Force, Jones has a three-star medic skill, a two-star combat engineer skill, and a one-star rifleman skill.

Stances and Movement

Standing: Walking, Running, and Sidestepping

Sidestep around corners to avoid being surprised.

While standing, three kinds of movement are possible. Walking is the simplest (and one of the slowest) ways to move, but it is stealthy, producing little sound. This is useful when sneaking up on unsuspecting guards. However, running and sidestepping are the most useful forms of movement while standing. Running is the quickest way to move from one point to another. But the sound of your boots slamming into the earth is more than likely to draw some attention. So avoid running when a stealthy approach is necessary. When it comes to combat, sidestepping is the most important form of movement–especially when fighting in urban environments. Sidestepping allows you to move laterally while facing or aiming in a different direction. This is essential for moving around corners.

TIP

When injured, your movement speed will decrease. Stay healthy by using a Medi-Kit when your health drops below 50 percent. Make sure your squad members are healthy too, or they will fall behind.

Crouch: Crouched Movement

Crouching decreases your profile, allowing you to take cover behind low objects like these sandbags.

Crouching is a great way to reduce your visible profile, making it useful for sneaking around enemy bases or hiding behind objects during a firefight. While crouched, it's possible to move as usual, but movement speed is reduced. On the other hand, crouched movement is silent, making it the best way to move when trying to avoid detection. Crouching also provides a steady stance for firing weapons, which increases accuracy. This is most noticeable when peering through the scope of a sniper rifle. So whenever possible, crouch before firing.

Prone: Crawling and Rolling

Rolling is a good way to move around corners whenever you need to keep a low profile.

Dropping prone is the best way to reduce your profile. Hugging the ground not only makes you harder to see, but it also makes you harder to hit. When prone, moving forward and backward causes the selected soldier to crawl. Crawling is the slowest way to move, but like crouched movement, it's stealthy. In fact, it's possible to crawl within a few feet of enemy troops without being detected. Instead of sidestepping, a prone soldier will roll. Rolling is a quick way to move laterally, but lacks the precision of crawling. Still, it's a good way to move around a corner without being seen.

TIP

When operating near enemy armor, stay prone. It's possible to stay below the tank's main gun, allowing you to move in and plant C4 or circle behind and fire antitank ordnance.

Navigation

The yellow arrow on the compass marks the direction of your next objective. The radar display in the middle of the compass shows enemy unit positions.

The war-torn cities and landscapes you encounter require that you move efficiently from one objective to the next. You have a few tools available to help you achieve this.

First, there's the compass in the top-right corner of the screen. The yellow arrow on the compass provides a direct heading to your next objective. The center of the compass acts as a radar, providing basic information on your squad's location, shown as white dots, and enemies, appearing as red dots. Enemy vehicles show up as red squares. However, the radar doesn't provide detailed features of the landscape, such as roads and buildings.

For a more precise survey of your surroundings, access the Objectives screen. This screen includes a map, marking the location of known objectives as well as brief details on each. Your position on the map is represented by a green arrow. The yellow dots represent the position of your squad members, and red dots show enemies. The game is paused while the Objectives screen is active, giving you the opportunity to plan your method of attack without worrying about being shot in the back.

Combat

Firearms

A squad member's skill level for a particular weapon is represented by these star icons. The more stars, the more proficient the squad member is at using the selected weapon.

Each squad member is equipped with a primary and secondary weapon. Depending on the character, the primary weapon is some type of rifle or machine gun. With exception to Jones, the available secondary weapons are handguns. Jones's secondary weapon is a shotgun. You'll use primary weapons to fight through the various missions. But secondary weapons can come in handy if your primary weapons run low on ammo. However, if you're low on ammo, the best option is to procure enemy weapons and ammo. Enemy weapons can be found throughout the various missions.

When selected from the inventory, each weapon has a number of stars next to it. This is the soldier's weapon skill level, representing how proficient the character is with the selected weapon. The more stars, the more proficiently the character handles the weapon, resulting in greater accuracy.

The skill level is based on the character's specialty. For instance, Foley (the sniper) will have a higher rating on sniper rifles than Connors will. However, these star ratings will change over time as the characters complete missions and gain more experience with a variety of firearms.

> **TIP**
>
> Skill levels are also used to measure a character's proficiency in using other items, such as C4 and Medi-Kits.

Marksmanship

When accuracy is critical, crouch or drop prone. This steadies your weapon, making it easier to aim. This is most noticeable when using sniper rifles.

During intense firefights, the difference between living and dying comes down to your ability to accurately operate firearms. Aiming plays a large part in accuracy. The game's aim mode offers a first-person perspective, allowing you to get a better view of an enemy and target different areas of the body.

To help ensure hits, aim for center mass (the torso) and avoid going for head shots. Although head shots are instantly lethal, the head is a small target, especially when it is moving.

Accuracy is also affected by movement and stance. Firing while moving produces erratic results, often resulting in embarrassing misses, even at close range. You're better off stopping, aiming, and firing. For greater accuracy, crouch or drop prone; not only will this increase the likelihood of scoring a hit, but it will also make you harder to target.

> **TIP**
>
> When using automatic weapons, fire in short controlled bursts. After three or four rounds of automatic fire, excessive recoil will nudge the weapon's aim off target. So fire a few rounds, pause, readjust your aim, and fire again. This increases your hit percentage and conserves ammo.

Grenades and Other Explosives

Frag grenades use a timed fuse represented by the status bar at the screen's bottom. Don't hold on too long.

When bullets won't do the job, turn to more drastic measures. Grenades are the best way to unseat stubborn enemies firing from behind cover. Use extreme caution when throwing grenades, especially frag grenades. Most importantly, make sure all squad members are outside the intended blast radius.

When possible, use Bradley's M203 grenade launcher, mounted under the M16A2. This is the easiest and safest way to use grenades.

In addition to enemy troops, you'll face a number of armored vehicles; grenades won't damage these. Instead, use antitank rockets, such as LAWs and RPGs. In a pinch, you can use C4 charges to take out enemy armor, but they are best used for destroying high-priority targets slated for demolition.

> **TIP**
>
> The enemy uses grenades, too. Take out enemy troops before they can throw any at your squad. An incoming grenade causes the squad to scatter, regardless of orders, sometimes forcing them into incoming fire.

Orders

The order command structure provides a powerful way to manage your squad's movements and actions. Although it's possible to switch to squad members individually and move them, the Orders menu takes the tedium out of this process, giving you near total control over your squad. With exception to the advance to position order, you can give all other orders to individual soldiers or to the whole squad, enhancing customization and flexibility.

Fire at Will and Stand Down

When you give the fire at will order, a crosshairs icon appears next to the soldier's portrait in the control panel on the screen's left side. This order gives the squad or individual soldiers permission to open fire when they see an enemy, making it useful during firefights and other situations when the squad is under attack. When you give the stand down order, the crosshairs icon disappears. Giving this order instructs the squad to hold fire unless they or another squad member is threatened by an enemy. This is useful whenever your squad needs to move close to enemy positions without drawing attention.

Follow

The follow order commands any number of squad members to fall in and follow the selected soldier. The subordinate soldier(s) follow until you give a halt order or until they're selected and controlled by the player. This order is useful for getting the whole squad or as few as one soldier to advance to your position.

However, sometimes the chain of command is challenging, making it essential that you have a good grip on each soldier's current orders. For example, if Jones is following Connors and you order Connors to move to your position, Jones will come along too, because he's following Connors. When soldiers are under another squad member's follow orders, it is denoted by single triangle icon next to their portraits in the control panel. The follow order is also a great way to get all squad members inside a vehicle at once. Get in the vehicle while the follow order is in place, and those under your command will also hop inside, making for a hasty getaway.

NOTE

Although it's possible to order squad members to follow you into a vehicle, it's not possible to order a vehicle to follow you. If you give the driver of a vehicle an order to follow, he will get out of the vehicle and move to your position on foot.

Halt

This command orders the squad members to hold their positions. While under this order, they'll stay put until either given a follow order or controlled by the player. The halt order will also be issued whenever you abandon a solider by switching to another soldier.

The follow and halt orders are often used in conjunction while advancing through a mission. When you lead the squad, it's often beneficial to leave the squad behind while you stealthily scout ahead. This order also comes in handy whenever you want to leave a squad member behind to cover the rear.

Advance to Position

This view allows you to order a squad member to move to a specific position.

The advance to position order allows you to move a squad member (with precision) without taking control of him or her. When this option is activated, the screen switches to a scope-like view. Place the crosshairs on the destination to which you want the squad member to move, then give the order. The selected squad member will move to the point you selected and automatically hold there. This order is useful when either time constraints or the tactical situation won't allow you to manually switch to individual soldiers and move them.

You can move multiple squad members by using this order; issue advance to position to a soldier with others following him. For instance, select Foley and order Connors and Jones to follow. Switch to Bradley and use the advance to position order on Foley. After the location is selected and the order is given, Foley will move out with Connors and Jones following closely behind.

Squad Tactics

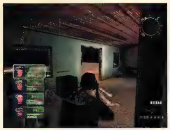
Your four-man squad is small but formidable, especially when working together. Use the following team-based tactics to take advantage of the squad's impressive firepower and skill to overpower the enemy.

Covering Fire

Mounted machine guns are effective for providing covering fire.

Never venture too far from the watchful eyes of your squad. Before scouting ahead, always make sure your squad has a good view of where you're planning to move. Give them a hold order and cautiously move toward the unknown, keeping an eye open for ambushes. If you get in trouble, the squad can lay down covering fire, giving you the chance to seek cover. Even if your squad is unsuccessful in neutralizing the threat, the suppressing fire will cause the enemy to hit the dirt.

Clearing and Securing Buildings



Once inside a building, find and cover all entrances and exits.

Urban environments are notorious for ambushes, making entering and clearing buildings a risky but necessary task. To reduce the risk, begin by facing a doorway, then sidestep right and left while aiming into the building. This allows you to see as much of the room's interior as possible before entering. (SWAT operators refer to this as "slicing the pie.")

If you have further suspicions of what lies beyond the doorway, follow up by tossing in a phosphorus grenade. Have the rest of the squad cover the doorway and exterior surroundings while you equip a grenade and throw it inside. Switch back to your primary weapon and prepare to enter the doorway when the grenade explodes. After you hear the bang, give the squad a follow order and rush into the room, taking advantage of any confusion or injury the grenade may have caused. Scan all corners of the room and gun down any resistance. Before letting your guard down, search for more doorways where enemies may emerge from and order at least one squad member to cover each while you continue searching the building for supplies and more enemies.

Have another squad member cover the door you entered; in cities, enemies swarm from all directions. After you cover all entrances and exits, you'll have a strong defensive position, giving your squad a place to catch their breath and heal before moving on.

TIP

When selecting a lead for clearing a building, you want plenty of firepower, so select either Connors or Jones. Connors can lay down a wall of lead with his light machine gun, and Jones's shotgun provides the kind of instantaneous results you want during a room-clearing operation.

Setting up Ambushes

The enemy is proficient at setting up ambushes on its home turf, but you can turn the tables on it in a couple of ways. The easiest way to draw enemy troops into an ambush is to lure them into a trap.

Position three squad members around a corner, aiming in the direction of expected resistance. Take control of the fourth squad member and do everything you can to catch the enemy's attention. Retreat to your squad's position and wait for the enemy troops to move around the corner. As they move to your position, gun them down. This isn't an advanced method, but it does work.

Use the cover of darkness to sneak up on unsuspecting enemy troops. Once everyone is the squad has a good view, give the fire at will order.

For a more complex and offensive ambush, silently infiltrate enemy territory without being seen–make sure the stand down order is active. This allows your squad to move close to enemy positions without opening fire, and without being noticed. As you get closer to enemy troops, drop prone and crawl into position. Manually place each squad member so each has at least one unique enemy soldier in his field of view. After all squad members are in place, give the fire at will order. The squad members will simultaneously open fire, taking out all enemies in their sights within a matter of seconds. Coordinated ambushes like this are useful in stealthy missions when you're trying to avoid the activation of alarms.

Watch Your Six

Connors is capable of holding back large volumes of enemy troops by using his light machine gun. Narrow halls and stairwells are ideal spots to ambush incoming troops.

The most important role any team member can serve is to watch the squad's back. When deployed in urban settings, the whereabouts of enemy troops is always in question. Even if you moved down a particular street or alley, never consider it clear. Establishing rear security is important when advancing as well as when defending. Connors, with his light machine gun, is the best candidate for this job. But anyone with an automatic weapon should be able to fulfill this role–just don't leave Foley in the rear with his sniper rifle.

Promotions and Commendations

At the end of each mission, promotions and medals are awarded based on each soldier's performance.

At the end of every mission, each squad member's performance is evaluated. Above average performances are rewarded with an increase in skill, experience level, and rank. Medals are also rewarded for exceptional performance. There are three factors in determining how well a particular soldier performed:

- How well the soldier did in a mission, taking into account kills and vehicle kills, with vehicle kills being the most valuable.
- What difficulty level the player is on.
- What mission the player is on.

The harder the mission and difficulty level, the better the performance rating. However, each mission has a built-in cap, limiting each soldier's advancement to a predetermined level. This is implemented for balancing reasons, keeping each soldier from advancing too quickly. A soldier's experience level is the best indicator of his performance. Experience points are awarded for various actions such as kills and are also factored by the difficulty level. There are 10 different experience levels ranging from Rookie to Hero. The Hero experience level can only be attained on the last mission.

More than one soldier can be promoted per mission and you can have more than one NCO.

TIP

Since vehicle kills are worth the most, spread out this task. This will help even out the advancement of your squad members.

Medals can be earned during all the missions by any number of squad members. These are awarded in a particular order. For instance, in the case of Delta Force, a Bronze Star can't be earned until the Army Commendation Medal is awarded. The highest decoration bestowed on any soldier is the Medal of Honor for Delta Force and the Victoria Cross, for SAS. These medals are only attainable when the game is played on Hard (or higher) difficulty levels. However, in the Xbox version, these high honors can be rewarded regardless of the difficulty level.

US Non-Commissioned Ranks
Private
Private 1st Class
Corporal
Sergeant
Master Sergeant
Sergeant Major

US Commissioned Ranks
2nd Lieutenant
1st Lieutenant
Captain
Major
Colonel

UK Non-Commissioned Ranks
Private
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Sergeant Major

UK Commissioned Ranks
2nd Lieutenant
Lieutenant
Captain
Major
Colonel

EXPERIENCE LEVELS

Level	XPs	Name
0	320	Rookie
1	360	Green
2	400	Trained
3	440	Regular
4	540	Veteran
5	580	Expert
6	650	Professional
7	800	Guard
8	900	Elite
9	1050	Hero

Delta Force Medals
Armed Forces Service Medal
Distinguished Service Cross
Army Commendation Medal
Bronze Star
Silver Star
Legion of Merit
Medal of Honor

SAS Medals
Military Medal
Conspicuous Gallantry Medal
Distinguished Conduct Medal
Military Cross
Distinguished Service Cross
Distinguished Service Order
Victoria Cross

Cooperative Play

The game's multiplayer option allows you to play through the missions cooperatively. When this option is selected, the screen is split, with each player taking control of at least one character. The PlayStation2 version allows two player cooperative play while the Xbox version offers up to four players.

In two-player cooperative play, each player controls two squad members, and the screen is split down the middle.

When playing with three players, one player controls two squad members (Foley and Jones) on the left side of the screen while the right side of the screen is split into two smaller screens allowing the other two players to control Bradley and Connors.

Finally, when playing with four players, the screen is split into quadrants, with each player controlling one squad member.

When playing with more than two players, try to play on the largest screen available. This will make each individual area of the screen larger and easier to see, helping reduce confusion, especially for those new to split-screen gaming.

NOTE

When playing the Prisoners of War mission, Foley, Jones, and Connors are stuck in their cells until Bradley can free them. If you're not playing as Bradley, all you can do is pace inside your cell until Bradley arrives.

Situational Awareness

When playing two-player cooperatively, each player controls two squad members. Provide covering fire while your teammate advances.

For rookies, the most challenging part of playing a split-screen game is focusing on your portion of the screen. This is even harder when playing with more than two people, because the screen is split into smaller quadrants.

At first, the best way to deal with this is to focus solely on your portion of the screen and not immediately concern yourself with what your teammates are doing. In other words, take some time to get used to it. But once you've trained yourself to move and act independently of what else is going on, it's important to have a good idea of where your squad is. Don't stray too far away from your teammates. Always stay within visual contact of at least one other teammate. This way, you can support each other should one of you come under fire or become injured.

If you have an AI-controlled squad member under your command, the regular in-game orders will work. However, these orders cannot be issued to your human-controlled teammates; you must rely on old-fashioned verbal communication to get your orders across.

TIP

Exercise extreme caution when using grenades and other explosive devices. Note the locations of all your teammates and make sure they're out of your intended target area before proceeding with your action.

Communication

When playing with four players, good communication is vital. Always have one squad member tasked with covering the rear while advancing. This is especially important when moving through a large building.

The most important aspect of succeeding during any team-play experience is good communication. Because you'll be sitting only a few feet away from your teammates, the logistics of communication should be relatively easy. But in the heat of battle, even the simplest phrases can be difficult to vocalize. For this reason, develop an abbreviated form of communication consisting of concise actions.

It's also important to use the game's compass to provide relative directional headings, because actions like "move left" and "cover right" will mean different things to your team members depending on which direction they face. Instead, use the compass headings for more precise directions.

Finally, begin your commands by addressing the appropriate teammate. To make things easy, use the in-game character's names. By simply addressing who, what, and where, you can cut down on unnecessary chatter. For instance, a sample order may sound like "Jones, move west" or "Connors, cover east." So who should issue the orders? This is up to you and your team, but it's best to select one squad leader responsible for issuing orders. Usually, the player with the most experience is the best candidate for this job.

WEAPONS & VEHICLES

Throughout the course of the campaign, your team is assigned a wide selection of weapons and gear. Take time to familiarize yourself with the various firearms and equipment before taking to the battlefield. In addition, study the strengths and weaknesses of the various Coalition and Iraqi vehicles you'll encounter.

Pistols

Desert Eagle

Country of Origin: Israel
Cartridge: .50 Action Express
Magazine: 9 rounds
Fire mode: Single shot

Description:
A large, heavy pistol that fires a .50-caliber round.

Notes:
This is Connors's default sidearm. Chambered in .50 caliber, the Desert Eagle packs a powerful punch, often producing lethal results with just one shot. However, watch the ammo–the bullets disappear quickly because of its limited 9-round magazine capacity.

Model 92

Country of Origin: Italy
Cartridge: 9mm Parabellum
Magazine: 15 rounds
Fire mode: Single shot

Description:
Designated the M9 by the U.S. Army, this is the World's most common 9mm pistol. A reliable and accurate weapon, it is the sidearm of choice of many police forces.

Notes:
As Foley's default sidearm, the Model 92 provides an adequate supplement to his otherwise highly specialized arsenal. What it lacks in knock-down power, the Model 92 makes up for in accuracy and an impressive 15-round magazine.

Makarov

Country of Origin: Russia
Cartridge: 9mm Makarov
Magazine: 8 rounds
Fire mode: Single shot

Description:
The standard Russian service pistol since the 1950s, this small and compact pistol fires the 9 x 18mm pistol cartridge. Makarovs have been exported all over the world.

Notes:
The Makarov can be found in various Iraqi installations and is often used by officers, technicians, and other military personnel operating behind the front lines. Unless necessary, avoid relying on this pistol. It operates similarly to the Model 92 but has only an 8-round magazine capacity, requiring frequent (and often inconvenient) reloads.

P228

Country of Origin: Switzerland
Cartridge: 9 x 19mm Parabellum
Magazine: 13-round detachable box
Fire mode: Single shot

Description:
The P228 first appeared in 1988, and was formally adopted by the U.S. Army as the M11 Compact Pistol in 1992. However, it was in use amongst Special Forces teams prior to this date. A phenomenally reliable pistol (in tests, it recorded a stoppage once every 15,000 rounds, and U.S. Army requirements are one stoppage every 882 rounds), this version is fitted with a silencer for covert operations.

Notes:
The P228 is Bradley's default sidearm, providing the squad with another silent option when it comes to stealthy infiltration. Although the silencer cuts down on noise, it also reduces muzzle velocity, and ultimately, accuracy. For this reason, the P228 is best used at close range. To ensure a stealthy
kill, fire two or three shots in quick succession at the target's upper torso.

Assault Rifles

M16A2

Country of Origin: USA
Cartridge: 5.56 x 45mm NATO
Magazine: 30-round detachable box
Fire modes: Single shot/three-round burst/grenade launcher

Description:
The M16 first entered service in the 1960s. After initial problems, it became the standard NATO assault rifle. The newer and sturdier M16A2 has all the benefits of the original, but its automatic fire mode is limited to a three-shot burst for efficiency. This version is fitted with an M203 single-shot 40mm grenade launcher.

Notes:
The M16A2 is Bradley's primary weapon throughout most of the missions. Although the three-round burst mode is great for engaging enemies at long and intermediate ranges, the lack of a fully automatic function makes this rifle somewhat unwieldy in close-combat situations. So, when it comes to sweeping buildings, delegate the task to a squad member with an automatic weapon. The M203 grenade launcher, mounted beneath the rifle, fires a 40mm grenade that detonates on contact with any solid object. This is useful for engaging enemies at ranges that exceed the distances you can accurately throw conventional grenades. But Bradley usually only has three of these grenades, so use them sparingly.

AK-47

Country of Origin: Russia
Cartridge: 7.62 x 39mm
Magazine: 30-round detachable box
Fire modes: Single shot/fully automatic

Description:
The most popular assault rifle in the world, this rifle can be found in the armies of the Warsaw Pact, Middle East and third-world countries.

Notes:
Most Iraqi soldiers you encounter are equipped with the AK-47 assault rifle. Despite its age, this is still a very formidable and deadly weapon, capable of spitting out high volumes of automatic fire. When you're low on ammo or simply looking for more firepower, the AK-47 makes a fine addition to your arsenal. When available, have Foley pick one up to diversify his kit.

AK-74

Country of Origin: Russia
Cartridge: 5.45 x 39.5mm
Magazine: 30-round detachable box
Fire modes: Single shot/fully automatic

Description:
The updated version of the AK-47, the AK-74 is chambered to fire the 5.45 x 39mm cartridge, which produces almost no recoil. The AK-74 does have a fearsome muzzle blast, which makes it very visible on the battlefield.

Notes:
Among Iraqi units, this rifle is less common than the older AK-47 model. The smaller round makes this successor easier to control during automatic fire because of decreased recoil. This makes it more effective and accurate at longer ranges.

Submachine Guns

Commando (silenced M16)

Country of Origin: USA
Cartridge: 5.56 x 45mm NATO
Magazine: 30-round detachable box
Fire modes: Single shot/fully automatic

Description:
This is a carbine version of the M16 assault rifle. Smaller and more compact than the M16A2, it is fitted with a telescopic sight and a silencer.

Notes:
When stealth is key, Bradley is equipped with the compact Commando instead of the bulkier M16A2. Although it looks like the standard M16, this model has full automatic functionality, making it ideal for close-combat situations. However, it lacks accuracy at longer ranges because of the shorter barrel and equipped silencer.

MP-5SD

Country of Origin: Germany
Cartridge: 9 x 19mm Parabellum
Magazine: 30-round detachable box
Fire modes: Single shot/burst mode/fully automatic

Description:
This is essentially a silenced MP-5, the world-renowned submachine gun. It fires standard 9mm ammunition, but the silencer reduces the muzzle velocity to subsonic speeds. This greatly reduces the muzzle flash and also the firing report. Used by Special Forces worldwide, this weapon is ideal for covert operations.

Notes:
This is Jones's primary weapon, giving the squad a formidable silent option in almost every mission. The MP-5SD is so quiet that, as a player, it's often difficult to see and hear when it's being fired without glancing down at the dwindling ammo count. When infiltrating, always use the burst mode. Like the M16A2, this fires three rounds per trigger pull, helping increase accuracy while conserving ammo. When in burst mode, aim for the chest. Three quick hits to the upper torso is guaranteed to bring down any threat.

AKSU-74

Country of Origin: Russia
Cartridge: 5.45 x 39.5 mm
Magazine: 30-round detachable box
Fire modes: Single shot/fully automatic

Description:
The AKSU is the shortened version of the AK-74. Originally issued to Russian vehicle crews and airborne forces, it has also been seen in the hands of several different elite forces worldwide.

Notes:
The AKSU-74 comes in standard and silenced versions. Both use the same type of ammo and magazines, providing a flexibility not found in the other firearms. Like most submachine guns, these are best used at close range. Both Bradley and Foley can benefit from their fully automatic functionality, giving these squad members the ability to lay down high volumes of fire in close-quarter firefights.

Combat Shotguns

870

Country of Origin: USA
Cartridge: 12-gauge shotgun
Magazine: 5 rounds
Fire mode: Pump action

Description:
The 870 is one of the most widely manufactured shotguns of all time.

Notes:
Instead of a pistol, Jones always uses a shotgun for his secondary weapon. The 870 is his weapon of choice in the early missions. Despite its sleek militarized appearance, this is a standard pump-action shotgun, resulting in significant delays between firing, ejecting the spent shell, and loading the next shell into the chamber. Like most shotguns, once all shells have been expended, the weapon must be reloaded one shell at a time. This is a huge drawback when engaged in fast-moving combat situations, so avoid using this weapon unless it becomes necessary.

SPAS-12

Country of Origin: Italy
Cartridge: 12-gauge shotgun
Magazine: 8 rounds
Fire modes: Semiautomatic/fully automatic

Description:
The Special Purpose Automatic Shotgun (SPAS) is notable for being able to fire in either semiautomatic or fully automatic modes, making it ideal for numerous roles.

Notes:
The SPAS-12 is a vast improvement over the 870. Instead of requiring the user to manually eject each shell after firing, this gun ejects the spent shell and loads a new one automatically with each trigger pull in semiautomatic mode. In fully automatic mode, the weapon will fire all shells in rapid succession as long as the trigger is held down–like a machine gun. However, like the

870, the weapon must be reloaded one shell at a time. To conserve ammo, always operate this weapon on semi-automatic mode. Remember to reload after using it. Unfortunately, Jones's kit doesn't include the SPAS-12 until the later missions. But when it becomes available, use it to clear rooms and other compact spaces.

Sniper Rifles

L96A1

Country of Origin: United Kingdom
Cartridge: 7.62 x 51mm NATO
Magazine: 10-round detachable box
Fire modes: Single shot

Description:
The standard sniping rifle of the British Army. This is the moderated version, featuring an integral silencer. It is used by Special Forces as a long-range silent-kill weapon.

Notes:
When silence is important, Foley is equipped with this rifle. The L96A1 allows you to pick off enemy sentries at long range. But make sure your shots hit their mark. The sound of a bullet whizzing past their ears will most likely put them on alert. To reduce your chances of missing, always aim for the upper torso. This provides a larger target and increases the likelihood of producing lethal results with only one shot.

PSG1

Country of Origin: Germany
Cartridge: 7.62 x 51mm NATO
Magazine: 5-round detachable box
Fire modes: Single shot

Description:
The Heckler & Koch PSG1 is a high-quality semiautomatic precision sniping rifle used by NATO counterterrorism and special forces units worldwide.

Notes:
This is Foley's standard sniper rifle, providing extreme accuracy and lethal results. The only drawbacks are its limited five-round magazine and its noticeable recoil. The recoil is powerful enough that when you see through the scope, it can throw you off target, especially if zoomed in. To help stabilize the rifle, always fire from a crouched or prone position. This won't eliminate the recoil, but it will reduce the time it takes to readjust your aim.

SVD Dragunov

Country of Origin: Russia
Cartridge: 7.62 x 54R
Magazine: 10-round detachable box
Fire modes: Single shot

Description: Widely exported, this is a cheap but accurate sniping rifle used by many African and Middle Eastern armies.

Notes: Surplus Dragunovs are a good option when you're looking to supplement your arsenal with more sniper rifles. These can be found in a number of locations, making them an easy grab. Give them to Bradley or Jones for best results.

M82A1

Country of Origin: USA
Cartridge: 12.7 x 99mm (.50 Browning)
Magazine: 11-round detachable box
Fire modes: Single shot

Description:
One of the first heavy sniping rifles to achieve battlefield success, the Barrett uses a large .50-caliber round, which has an effective range of more than 1,500 meters.

Notes:
The M82A1 is the most powerful sniper rifle at your disposal. However, its large size and violent recoil make it difficult to use unless firing from a prone position. This makes it most useful in ambush or defensive situations where Foley can stay in one spot and aim it in one general direction. When Foley is equipped with this rifle, you'll want to get him a more flexible weapon (like an AKSU-74) to round out his kit.

Light Machine Guns

M60E3

Country of Origin: USA
Cartridge: 7.62 x 51mm NATO
Magazine: 100-round disintegrating belt
Fire modes: Single shot/fully automatic

Description:
The M60 machine gun has been the U.S. Army's general-purpose machine gun since 1950. It fires the standard NATO 7.62 mm round and is used as a general support, crew-served weapon.

Notes:
The M60E3 is Connors's weapon of choice in the early missions. What it lacks in accuracy it makes up for in volume of fire. Still, it's best to use the automatic function sparingly. Fire in short, controlled bursts to enhance accuracy and conserve ammo. To stabilize the weapon, fire from a prone position whenever possible.

M249 SAW (Squad Automatic Weapon)

Country of Origin: USA
Cartridge: 5.56 x 45mm NATO
Magazine: 100-round disintegrating belt
Fire modes: Single shot/fully automatic

Description:
The M249 was developed to replace the shortfall the U.S. Army had in a squad-based automatic weapon–one that had never been fulfilled since the retirement of the World War II-era BAR (Browning Automatic Rifle) in the 1950s. Using the same round as the M16A2, it is a lightweight and reliable weapon, reckoned to provide the same amount of firepower as 10 M16 riflemen in defense.

Notes:
The M249 (Connors's primary weapon in the later missions) was designed for the soldier on the move, making it easier and more accurate than the M60E3 when firing from standing or crouched stances. However, the smaller round has less knock-down power, sometimes requiring more hits to produce lethal results. Still, this is one of the best weapons your squad's possession when it comes to targeting the enemy with high volumes of accurate firepower. Its portability also makes it great for clearing rooms.

RPK-74

Country of Origin: Russia
Cartridge: 5.45 x 39mm Soviet
Magazine: 45-round detachable box
Fire modes: Single shot/fully automatic

Description:
Adopted by the Soviet army in the late 1970s, its design is based on the Kalashnikov assault rifle.

Notes:
The RPK-74 spans the gap between assault rifles and light machine guns. Although it looks similar to the AK models, it sports a slightly longer barrel that increases accuracy and effective range. However, its limited 45-round magazine is a definite drawback when compared with other weapons in its class. Still, it's more than capable of giving your squad a boost in firepower—something Jones and Foley can always use.

PK Light Machine Gun

Country of Origin: Russia
Cartridge: 7.62 x 54R Soviet
Magazine: 100-round detachable box
Fire modes: Single shot/fully automatic

Description:
The 7.62-mm general-purpose machine gun Pulemyot Kalashnikov (PK) is a gas-operated, belt-fed, sustained-fire weapon.

Notes:
The PK was originally designed as a stationary defensive weapon, usually mounted on a tripod. Like the M60E3, it's most stable when fired from a prone position. At the very least, take a knee when firing and hold back on long automatic bursts.

Heavy Machine Guns

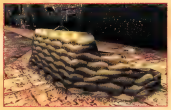
M2HB

Country of Origin: USA
Cartridge: .50 BMG (12.7 x 99mm)
Magazine: Belt-fed
Fire mode: Fully automatic

Description:
The M2 was originally designed as an aircraft-mounted weapon shortly after World War I, but its impressive rate of fire quickly gained popularity among ground units. As a result, it saw widespread use in World War II mounted on ground vehicles and aircraft. With only slight modifications, the weapon is still in use today, making it the longest serving firearm in the U.S. Armed Forces. This updated version is equipped with a heavy barrel (hence the HB designation) that increases the gun's lifespan.

Notes:
You'll first use the M2 during training, but one is also mounted on the HMMW-V. This is useful against infantry and soft-skinned vehicles like cars and trucks. Because it's mounted, the effects of recoil are reduced but not eliminated.

NSV-12.7 "Utes"



Country of Origin: Russia
Cartridge: 12.7 x 109mm
Magazine: Belt-fed
Fire modes: Fully automatic

Description:
The NSV-12.7 first entered service during the mid-1970s and found use among Soviet army units as an infantry support weapon. The NSVT variant is often deployed on tanks as a turret-mounted machine gun for air-defense purposes.

Notes:
While operating in Kuwait and Iraq, this is the most common machine gun you'll encounter. These are usually mounted behind sandbag barricades. When possible, outflank these positions to avoid getting caught in their firing arc. Better yet, have Foley pick the operator off from a distance. If needed, use smoke grenades to temporarily blind the gunner. Once the weapon is vacant, look for opportunities to use it against the enemy.

Antitank Rocket Launchers

LAW 66 (USA)

Country of Origin: USA
Warhead: HEAT rocket (High Explosive Antitank)
Magazine: One-shot disposable rocket launcher
Fire modes: Single shot

Description:
The LAW 66 is a one-shot disposable rocket launcher adopted by NATO forces during the late 1980s. Although not as dangerous as its bigger brother, the LAW80, it can still destroy armored personnel carriers (APCs) with ease.

Notes:
Whenever engaging enemy tanks with the LAW 66, always fire at the rear armor to ensure a kill with one shot. This includes the rear armor on the turret. Sometimes a tank's turret will rotate away from you, exposing this weak armor. If you time it just right, you can take it out without worrying about maneuvering behind the tank's chassis.

LAW 80

Country of Origin: USA
Warhead: HEAT rocket (High Explosive Antitank)
Magazine: One-shot disposable rocket launcher
Fire modes: Single shot

Description:
The LAW 80 is a one-shot disposable Rocket launcher adopted by NATO forces during the late 1980s. Although rather cumbersome, its 94mm rocket is capable of disabling or even destroying main battle tanks, especially if you hit the thinner rear armor facings.

Notes:
The LAW 80 is much more forgiving when engaging tanks. Still, it's best to aim for the side or rear armor to ensure a kill. Don't waste these rockets on BMPs and other lightly armored targets. Instead, save them for instances when enemy tanks have your squad pinned down. As with all rocket launchers, there's a slight hesitation between the time you pull the trigger and the time the rocket fires. During this delay, keep your sights centered on the tank.

Surface-to-Air Missiles

RPG-7

Country of Origin: Russia
Warhead: Fin-stabilized HEAT rocket (High Explosive Antitank)
Magazine: One-shot disposable rocket launcher
Fire modes: Single shot

Description:
The RPG-7 is a Russian-made infantry antitank rocket launcher. The RPG-7 is cheap to manufacture and can be found in many armies around the world.

Notes:
This is the most common antitank weapon you'll come across. Whenever you see one, pick it up–you can always find some way to use it. In addition to armor, RPGs can be used against infantry and helicopters. But don't use them too liberally. Keep a couple in stock to use against unexpected tanks or BMPs that cross your path.

SA-7 Grail

Country of Origin: Russia
Warhead: Infrared guided SA-7 missile
Magazine: One-shot disposable antiaircraft missile
Fire modes: Single shot

Description:
The SA-7 Grail is a Russian-made, shoulder-fired, antiaircraft missile. It has limited infrared homing capabilities. This weapon is no longer in use with Russian forces, but is still manufactured for export. Its missile is particularly deadly against helicopters.

Notes:
This works just like the antitank rockets except it's designed for use against aircraft. However, it lacks the versatility of the RPG. The warhead lacks the penetration power to harm enemy armor, so don't bother using these against tanks. Instead, save them for helicopters.

Grenades and Explosives

M67 Fragmentation Grenade

Country of Origin: USA
Explosive: 4kg high explosive

Description:
This grenade scatters metal fragments throughout its burst radius.

Notes:
The M67 uses a timed fuse. As soon as the pin is pulled, the fuse ignites. The length of the fuse is represented by the rectangular status bar at the bottom of the screen. To safely deploy the grenade, throw it as soon as the pin is pulled.

If you want the grenade to explode in midair, you can try to cook it off–this is useful when trying to take out troops hiding behind objects. To cook off a grenade, wait a few seconds and throw it so the grenade explodes before it lands. However, don't hold on too long, or else the grenade will explode in your face. Because of its timed fuse, the M67 can also be banked off walls, which is useful when clearing rooms.

M18 Smoke Grenade

Country of Origin: USA
Explosive: N/A

Description:
This grenade emits thick black smoke for 20 seconds that can hide the movement of your soldiers.

Notes:
The M18 is best deployed when enemy armor or machine guns have your squad pinned. Toss a smoke grenade between you and the threat and take the opportunity to either move to safety or flank the target. If you're out of antitank rockets, smoke grenades can be used to blind a tank while Jones moves in to place a C4 charge.

Phosphorus Grenade

Country of Origin: USA
Explosive: 0.9kg white phosphorus

Description:
This incendiary device disperses fragments burning at extremely high temperatures often ranging between 4,000 and 5,000 degrees Fahrenheit.

Notes:
The phosphorus grenade is most effective when used in small confined spaces, like small rooms. Just be sure you place a fair amount of distance between you and the blast radius. When the grenade explodes, it disperses white phosphorus, immediately igniting anything it comes into contact with. If you accidentally catch on fire, drop prone and roll.

Antitank Mine (USA)

Country of Origin: USA
Explosive: 10kg high explosive

Description:
The M15 antitank mine was procured in large numbers by the U.S. Army in 1952 and is still in service. It is sensitive to the track of an armored vehicle passing over it, and is also fitted with an antihandling device.

Notes:
In most missions, Jones is equipped with one antitank mine. These mines are effective only for ambush situations, when you know exactly where an enemy tank will pass through. Needless to say, this doesn't happen very often. But when you do place a mine, make sure you drop it in the right spot; once planted, mines (and other explosives for that matter) cannot be retrieved.

Claymore Mine

Country of Origin: USA
Explosive: 0.68kg high explosive

Description:
The Claymore is a favorite of Special Forces and is ideal for ambushes. When detonated, this directional mine ignites a small internal C4 charge dispersing 700 steels balls in a 60-degree pattern.

Notes:
Like the antitank mine, Claymores are best used for ambushes. This version of the Claymore uses a proximity trigger, exploding when an enemy comes within range. This makes it particularly dangerous for the enemy and your squad members. Since you can't remove a Claymore, the best way to dispose of it is to simply shoot it–Foley can pick these off from a safe distance by using the scope on his sniper rifle.

Equipment

C4 Explosive Charge

Country of Origin: USA
Explosive: 0.56kg high explosive

Description:
The M112 block demolition charge consists of 1.25 pounds of C4 packed in a Mylar-film container with a pressure-sensitive adhesive tape on one surface. It is ideal for all forms of demolition work.

Notes:
Jones is usually equipped with several C4 charges. These can be used for a variety of tasks ranging from basic demolition to taking out armored vehicles. The charges are detonated remotely by Jones's C4 detonator. Before detonating a charge, move to a safe distance or at least behind substantial cover; C4 charges have a large blast radius.

Combat Knife

Description:
A standard-issue combat knife common among Special Forces.

Notes:
The combat knife is the ultimate stealthy weapon in your arsenal. However, you'll have to get in close to use it. This is best used against stationary sentries usually found manning machine guns. While crouched, sneak up behind them to avoid making noise. When you're directly behind them, stand up and use the knife to achieve a silent kill.

Medi-Kit

Description:
Medi-Kits are the only way to heal your squad.

Notes:
Like weapons, each squad member has a star rating for Medi-Kits. At the beginning, Jones is the most proficient at administering first aid. The higher the rating, the quicker the patient will heal. Skill levels increase as squad members gain more experience. To heal another squad member, approach him while a Medi-Kit is selected and wait for the word "heal" to flash in the bottom-right of the screen. To heal the squad member under your control, turn away from any nearby teammates until the word "heal" disappears.

Night-Vision Goggles

Description:
All Special Forces are equipped with night-vision goggles for night operations.

Notes:
Night vision can be activated by selecting the goggles from you inventory, and it is turned off in the same manner. Although the goggles make most things easier to see in the dark, the grainy green image lacks contrast, sometimes making it difficult to make out stationary targets in the distance.

Spanner

Description:
This piece of equipment can be used to repair damaged vehicles.

Notes:
In missions where your squad is assigned a vehicle, Jones is equipped with the spanner. While the spanner is selected, approach a damaged vehicle and look for the word "repair" to flash in the bottom-right of the screen. In Victor-Two and the Communications Breakdown missions, you must prevent your 4X4 Jeep from being destroyed, which makes the spanner a valuable piece of equipment.

Binoculars

Description:
Standard-issue binoculars used for reconnaissance and forward observation.

Notes:
Bradley is usually equipped with binoculars. These provide a narrow magnified view, much like the scopes on the sniper rifles. They're good for spotting distant enemies like snipers and sentries.

Laser Target Designator

Description:
The laser target designator fires an invisible laser beam at a target, allowing laser-guided ordnance to strike with pinpoint accuracy.

Notes:
Bradley carries the laser target designator in missions where air support is available. To use the laser target designator, switch to aim mode and center the targeting reticle over the intended target. It will take a few seconds for the laser to lock on. Once the laser is locked, call in an air strike. Targeting an object with the designator requires Bradley to stay in one position until the lock is achieved, so stay out of sight during this critical process. Once the air strike is called in, you can stash away the designator and switch back to a weapon while the ordnance falls.

Coalition Vehicles

4X4 Jeep

Country of Origin: USA
Crew: Driver / TOW gunner / heavy machine gunner / passenger
Armament: MK19 grenade launcher, M2HB .50-caliber heavy machine gun
Range: 580 km (365 miles)

Description:
The 4X4 Jeep is often used by U.S. Special Forces such as Delta Force and the Green Berets as a mobile fire base. This long-wheelbase, all-terrain weapons platform is capable of supporting a wide variety of weapons, such as the MK19 grenade launcher and the M2HB .50-caliber heavy machine gun.

Notes:
The 4X4 Jeep is the squad's support vehicle in a few of the early missions. Although it's heavily armed, the 4X4 Jeep is vulnerable from attacks to the sides. For that reason, always keep the enemy in front of you so the machine gun and grenade launcher can target them. The 4X4 Jeep's rear is protected from an aft-facing seat. The squad member sitting here will use his primary weapon to repel attacks. To boost the rear-facing firepower, always have Connors sit in the back so he can open up with his light machine gun.

M2 Bradley APC

Country of Origin: USA
Crew: Driver / TOW gunner / commander / passenger
Armament: 25mm chain gun, TOW antitank missile system
Road Speed: 66km/h (41mph)

Description:
Introduced into the U.S. Army in the early 1980s, the M2 Bradley replaced the old and obsolete M113. The M2 is armed with a deadly 25mm cannon and five TOW antitank missiles.

Notes:
You'll have access to the M2 Bradley APC in training and in the last mission, Superguns. The M2's armor repels all small arms fire, keeping your squad safe while inside. However, the TOW position requires the controlling squad member to stand through the open hatch in the turret, exposing his upper body to enemy fire. The Bradley is also susceptible to tank rounds and RPGs. For this reason, it's best to scout ahead on foot before moving the M2 into position–especially in urban settings where ambushes are most likely to occur.

The 25mm chain gun is a powerful weapon capable of shredding infantry (with one hit) and destroying soft-skinned vehicles. When it comes to taking out armor, no weapon in your arsenal is more devastating than the TOW. This fires like any antitank rocket, but you won't need to worry about targeting a tank's weak armor–the TOW can destroy any tank with one hit. The M2 can be driven from the TOW or cannon positions as long as there's another squad member in the driver spot.

MLRS

Country of Origin: USA
Rocket caliber: 227mm
Range: 30-40km (18-25 miles) depending on rocket type

Description:
The Multiple-launch rocket system (MLRS) entered service with the U.S. Army in the 1980s. The MLRS fires rockets containing hundreds of antipersonnel and antiarmor submunitions with deadly accuracy over ranges of 30 kilometers or more.

Notes:
The MLRS's rockets can be seen during training while using the PRC319 communications set.

AH-64 Apache Helicopter

Country of Origin: USA
Armament: 16 Hellfire antitank missiles, M230 30mm chain gun
Max cruising speed: 155 knots

Description:
The Boeing AH-64 Apache is the U.S. Army's primary attack helicopter. The principal mission of the Apache is to destroy high-value targets by using its Hellfire missile. It's also armed with a 30mm chain gun.

Notes:
The Apache is used for close-air support, with an emphasis on tank killing. At times you'll need to use the laser target designator to "paint" a target, allowing the Apache's Hellfire missiles to lock on.

UH-60 Blackhawk

Country of Origin: USA
Armament: N/A
Max cruising speed: 100 knots

Description:
The Blackhawk helicopter was first introduced in 1978 to replace the UH-1 Huey. It is an extremely robust and armored design able to withstand hits up to 7.62mm caliber. Primarily used as an assault helicopter, the Blackhawk can also be used as a casualty evacuation helicopter.

Notes:
Despite its light armor, the Blackhawk is still vulnerable to sustained small arms and RPG fire. For this reason, the Blackhawk requires a secure landing zone before setting down for extraction operations. Once landed, provide security and prevent enemy troops from getting too close. If needed, deploy smoke grenades around the LZ to obscure the chopper.

A-10 Thunderbolt

Country of Origin: USA
Armament: 30mm cannon
Combat radius: 463km (290 miles)

Description:
The Fairchild A-10 has few rivals because it is a close support aircraft. Heavily armored and very maneuverable at low altitudes, it carries a deadly 30mm cannon able to literally rip apart armored targets. The A-10 is affectionately known by the pilots that fly it as the Warthog, thanks to its ugly appearance.

Notes:
The A-10 makes a brief appearance while training with the laser target designator.

F-15 Eagle

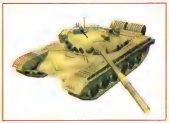
Country of Origin: USA
Armament: 8 air-to-air missiles
Combat radius: 5,750 km (3,570 miles)

Description:
The McDonnell Douglas F-15 Eagle is the West's premier air-defense fighter. The Eagle is big, powerful, and has excellent maneuverability.

Notes:
Although originally designed as an air-superiority fighter, the F-15E model is capable of carrying a wide selection of air-to-ground ordnance including laser-guided bombs. When available, use the laser target designator to "paint" specific targets, then stand back and watch the fireworks.

Iraqi Vehicles

T-72



Country of Origin: Russia
Crew: Driver / gunner / commander / passenger
Armament: 125mm smoothbore gun, NSV heavy machine gun
Road Speed: 60km/h (37mph)

Description:
The latest Russian-made main battle tank (MBT) to be widely exported, it has a 125mm smoothbore gun capable of defeating most main battle tanks' armor. This tank was the first to have only three crew members; it is fitted with an autoloader that eliminates the need for a human loader.

Notes:
The T-72 is Iraq's frontline MBT, but is less common than the older T-62 model. Approach these tanks with extreme caution and always go for rear hits, because its front and side armor are exceptionally thick.

T-62

Country of Origin: Russia
Crew: Driver / gunner / commander / passenger
Armament: 115mm smoothbore gun, NSV heavy machine gun
Road Speed: 50km/h (31mph)

Description:
Originally designed in the 1950s, the T-62 has been widely exported all over the world. Used in the Soviet army until the 1970s, it is still in use in many Middle Eastern countries and African states.

Notes:
This is the most common Iraqi tank you'll come across, recognizable by its spherically shaped turret. Before moving in close, always take out the machine gunner in the turret–Foley comes in handy for this task. When moving within the tank's line of sight, always use smoke grenades to conceal your movement. The crew won't think twice about firing its main gun at your squad.

BMP-1

Country of Origin: Russia
Crew: Driver/gunner/commander/passenger
Armament: 73mm gun
Road Speed: 80km/h (50mph)

Description:
BMP stands for boyevaya mashina pekhot, or Infantry fighting vehicle. The BMP has been widely exported and used in many war zones since the late 1960s. Although an old design, it can still lay down a heavy supporting fire with its 73mm gun.

Notes:
This variant of the BMP is equipped with a large gun capable of firing explosive shells. For this reason, treat the BMP-1 as you would any tank. However, its armor is much weaker, making it possible to take them out with one antitank rocket regardless of where you hit it.

BMP-2

Country of Origin: Russia
Crew: Driver/gunner/commander/passenger
Armament: 30mm cannon
Road Speed: 65km/h (40mph)

Description:
First seen on the 1982 Red Square parade by Western analysts, the BMP-2 is an updated APC designed to compete with the more modern Western designs. The BMP-2 is armed with a deadly 30mm cannon capable of shredding enemy infantry.

Notes:
The chassis of the BMP-2 is similar to its predecessor but is equipped with a smaller (but rapid firing) 30mm cannon mounted in the turret. Although the 30mm rounds lack explosive splash damage, they still pack a deadly wallop should one of your squad members take a direct hit. For this reason, take these out quickly, preferably before being seen. Your squad will be fortunate enough to briefly commandeer one of these in the Chemical Warfare mission.

Command BMP

Country of Origin: Russia
Crew: Driver/gunner/commander/passenger
Armament: 73mm gun
Road Speed: 80km/h (50mph)

Description:
A command variant of the BMP-1, it transports officers and their command squad around the battlefield.

Notes:
Approach this vehicle the same way you would the BMP-1.

Ural-375 6X6 Truck

Country of Origin: Russia
Range: 600 km (372 miles)

Description:
This civilian vehicle entered production in 1961 at the Ural factory, Russia. The Ural has proved to have such a good cross-country towing performance that it can be found in use by several armies worldwide.

Notes:
This is a standard truck used by the Iraqis mainly as a troop transport. The loud diesel engines make them easy to hear. Whenever possible, engage these trucks before they come to a stop. If you pump enough rounds into one, it will explode, taking out the reinforcements riding in the back. Don't waste antitank rockets on these–a few seconds of automatic fire is enough to reduce these trucks to a flaming wreck.

SS-1 SCUD

Country of Origin: Russia
Warhead: 1,000kg (2,205 lbs)
Range: 280km (174 miles) HE or 180km (112 miles) nuclear

Description:
The SCUD series of battlefield missiles were introduced by the Russians in 1957 as a medium-range tactical weapon. This missile was used with deadly effect by the Soviet army against rebel Afghanistan positions in the 1980s.

Notes:
For both military and political reasons, SCUD launchers are always high-priority targets. You'll find a few of these in the subterranean base during the Chemical Weapons mission. Take these out from a distance with either RPGs or remotely detonated C4 charges. The secondary explosion caused by the SCUD warhead detonating results in a large blast radius.

ZSU-23-4 Shilka Mobile AA Gun

Country of Origin: Russia
Armament: Four 23mm cannons

Description:
The ZSU-23-4, NATO-designated "Shilka," is capable of acquiring, tracking, and engaging low-flying aircraft. It can also be used as a mobile platform for engaging ground targets.

Notes:
When turned horizontal, the Shilka's quad 23mm cannons present your squad with a formidable threat. Fortunately, you won't have to take one of these head on. The best way to deal with these is to stay out of sight and use the laser target designator. Stay behind cover until the laser-guided ordnance finds its way to the target.

ZSU-23 Static AA Gun

Country of Origin: Russia
Armament: Two 23mm cannons

Description:
The ZSU-23 is a twin-barreled antiaircraft gun capable of acquiring, tracking, and engaging low-flying aircraft. It can also be used as a fire base for engaging ground targets.

Notes:
This one-man operated antiaircraft gun is one of your primary objectives in the Air Cover mission. Have Foley (or anyone else with a sniper rifle) pick off the operator from a distance. Once the operator is down, one of your squad members can mount the gun and use it against enemy units.

Mi-24 "Hind" Gunship

Country of Origin: Russia
Armament: 2 UV-32-57 rocket pods, 12.7mm cannon
Max cruising speed: 159 knots

Description:
The Mi-24's primary mission is to provide fire support for friendly infantry on the ground. Essentially a flying tank, it is armored against enemy infantry ground fire but is susceptible to enemy antitank fire. Its armament includes a 12.7mm gattling-type machine gun and pylon-mounted rocket pods.

Notes:
The Hind is one of the deadliest threats your squad will face. However, they can be taken out rather easily, assuming your have the right weapons. The only way to take these gunships out is with explosive rockets or missiles. Obviously, the SA-7 Grail is custom made for this task. But in a pinch, an RPG-7 will work. When engaging these gunships, try to leave the rest of the squad behind cover then approach with your weapon of choice. Wait for the Hind to enter a slight hover pattern and fire at its underside to blast it to pieces.

MiG-29 "Fulcrum"

Country of Origin: Russia
Armament: 4 to 6 air-to-air missiles
Combat radius: 2,300 km (1,400 miles)

Description:
This Russian fighter has superior radar systems and avionics. It is an agile craft capable of violent maneuvering in a dogfight.

Notes:
MiG-29s present no direct threat to your squad, but they can chase off Apache gunships, leaving you without air support.

TRAINING

The following training missions give you a chance to try out your skills and equipment before going into the field. In Basic Training you learn the game's fundamental controls for movement and firearms operation. Stealth and Demolitions Training prepare you for covert infiltration while familiarizing you with various types of explosive devices. Advanced Weapons Training involves taking out armored targets by using heavy weapons, artillery, and air support. Finally, Squad Training gives you a basic rundown of the various orders you can assign your teammates. Pay attention now, because when the bullets start flying, you won't have time to remember what to do—you'll have to react!

DATE: July 28, 1990
LOCATION: Special Forces Basic Training Area

Basic Training

You begin outside the Training Facility. Listen to Master Sergeant Peters's instructions.

Begin by moving forward and back. This is your primary form of movement.

Now sidestep left, then right. Sidestepping (or strafing) is vital in combat because it allows you to round corners while facing potential threats.

Next, take a knee and crouch. Crouching reduces your visual profile, allowing you to hide behind objects. You can move while crouched, resulting in slower speed but increased stealth.

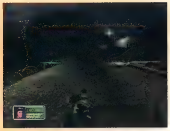
Now drop prone. This is your stealthiest stance, lowering your profile to ground level. You can also crawl while prone. Sidestepping while in this stance allows you to roll left and right; rolling is faster than crawling.

Finally, stand up and turn around, returning to a position facing Master Sergeant Peters.

Move through the now open door and proceed to the next area.

This is a small obstacle course. Listen to Master Sergeant Peters's instructions and move forward to the start position.

When the gate lowers, move forward down either the left or right path. As you approach down either side, two fixed machine guns open fire.



Drop prone and crawl beneath the machine gun tracers passing overhead. Keep crawling all the way through the black smoke. You can stand up when the machine guns stop firing.

Now run over to the next part of the obstacle course to the right.

Cross a series of three elevated planks. Line up Bradley with the plank first, then move forward.

If you start moving off the plank, halt movement and realign your heading. If you fall off, you'll have to go back to the beginning and start over.

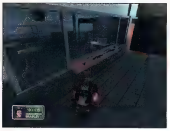
Once you've made it across all three planks, turn right and head for the ramps.

Pass through the next room and open the next door leading to the firing range.

Now switch to aim mode and drop the series of pop-up targets. Aim mode switches to a first-person perspective, making it easier to accurately aim and fire your weapons.

Aim mode makes it easier to see the targets farther down range.

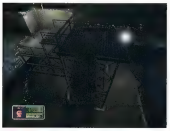
Navigate the series of ramps to the top of the tower.



Move to the counter on the left and pick up all three weapons.

Once you've hit a few targets, select the M16 assault rifle. The M16 has three fire modes; select burst mode.

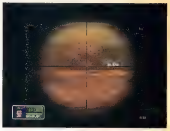
When prompted, switch to the sniper rifle.



Once on top, you must cross another plank. Take your time on this one.

Once all three weapons are in your possession, turn around and approach the firing range.

As you did with the pistol, use the M16 to engage a series of pop-up targets.



Switch to aim mode to bring up the rifle's scope view. Use it to spot the various paper bull's-eye targets along the brick wall at the very back of the range.

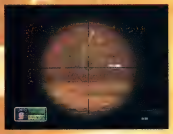
Now it's time to descend the tower. Drop off the three consecutive ledges until you make your way back down to the ground.

If it's not already selected, select the pistol and fire a couple of rounds downrange as instructed.

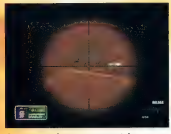
After listening to Master Sergeant Peters's comments, open the door just ahead.

Stealth and Demolitions Training

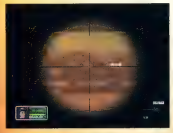
TIME: 17:00
DATE: August 2, 1990
LOCATION: Special Forces Basic Training Area



When you spot a potential target, zoom in to get a closer look.



Once you have a target in your sights, steady the rifle and squeeze off a round. Because of the rifle's extreme recoil, you won't be able to immediately tell if you hit your intended target. Instead, listen for the high-pitched beep informing you of a hit.



After successfully hitting a target, zoom back out and scan the wall for another. Repeat this process until you've hit all the targets, completing this phase of your training.

Begin by listening to Master Sergeant Peters's tips on stealth movement and infiltration.

Now try some of these techniques in the next exercise. Turn right and go through the open door.

Pause near the window in the next room and study the warehouse floor below. Inside are two guards that you must get by. One guard is stationary with his back turned on the right side. The other guard makes an L-shaped patrol pattern on the left side.

NOTE

You fail this exercise if either of the guards sees or hears you. You must return to the window overlooking the warehouse floor to reset this exercise.

Descend the stairs to your left and quietly enter the warehouse.

Crouch and veer left, toward the stack of crates. Keep the crates between you and the patrolling guard at all times.

When the patrolling guard turns away, move behind the single crate on the far left side of the room. Wait here until the guard returns.

When he turns around and moves away, follow behind at a distance while still crouched.

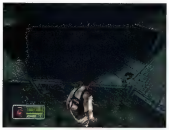
As the guard turns right and away from you, stand up and make a break for the exit. Stay as far away from him as possible, or he might hear you.

After passing through the exit, run up the stairway to the right to complete this exercise.

Follow the open doorways to the next area.

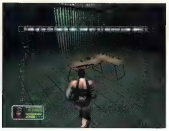
You'll now learn how to use smoke grenades. Pick up all three grenades on the nearby table. Use these to blind the machine gunner below so a fellow solider can safely move across the room.

Now, as instructed, try to toss a grenade in the circular target area to obscure the machine gunner's view. Move closer to the railing to get a better vantage point.



Once the grenade lands, smoke will pour out of it. As long as the target area is covered in smoke, the pinned soldier will safely cross. Otherwise, keep throwing grenades until he's able to make it across.

With the solider safely across the room, proceed through the next few open doors to the next exercise area.



Move to the table in the next room and pick up the M16 equipped with an M203 grenade launcher.

A new target room opens ahead. Move forward and listen to the instructions. There are a number of explosive barrels in the room that you can use to your advantage.

Begin by targeting the truck at the back of the room. Aim toward the top of the truck to compensate for the arc and fire. This will set off a chain reaction, destroying all targets on the left side of the room.

Now aim just above the three barrels on the right side of the room.

The resulting explosion destroys the three foreground targets on the right side.

Take out the final target in the back of the room with a direct shot.

Move back to the table and load up on hand grenades.

Turn to your left and move toward the new target room. Direct a shallow toss at the back of the room near the explosive barrels.

This takes out the three targets in the back.

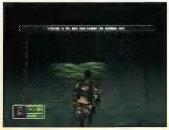
Lightly toss a couple more grenades into the room to take out the remaining targets in the foreground.

Look for this target area and equip the Claymore mine.

Run back to the table and pick up the rest of the gear.

While facing the "X" on the wall, place the Claymore in the center of the circle.

Continue into the next room. Pass the open gates and turn right.



After you place the mine, retreat behind the sandbag wall.

Watch as a soldier in protective gear demonstrates the deadly nature of these directional mines.

Once again, retreat behind the sandbag wall and equip the C4 detonator.

TIP

You can also detonate a Claymore by shooting it.

Remotely detonate the C4 to complete this exercise.

After the mine explodes, equip a Medi-Kit and approach the fallen soldier.

When you get close enough, the word "heal" appears in the bottom right of the screen. This means you're close enough to administer first aid to the fallen soldier.

When the wounded soldier gets up, select the C4 from your inventory and place it in the circle, just like you did with the Claymore.

Advanced Weapons Training

DATE: July 29, 1990
LOCATION: Special Forces Basic Training Area

Wait for the gate to open, then move forward.

Move straight ahead, behind the machine gun. When the word "mount" flashes in the bottom right of the screen, take control of the machine gun.

Master Sergeant Peters activates a few pop-up targets. Knock them down with short, controlled bursts.

Meet Master Sergeant Booth. He'll instruct you on how to use the LAW 80 antitank rocket launcher.

Switch to aim mode and line up the tank in your sights. While in aim mode, make small movements and wait for the movement to settle down before firing.

Wait for the tank to turn around, then go into aim mode. Carefully line up the sights on the tank's weak rear armor and fire.

After taking out a few targets, Peters initiates a new series. These next targets appear at various ranges. Keep the machine gun aimed toward the center of the range, then swing it left or right as targets appear. At longer ranges, accuracy is decreased, so make up for it by increasing your volume of fire.

TIP

There are two different types of LAW rocket launchers: the LAW 80 and the smaller, less-powerful LAW 66. The LAW 80 can take out tanks, but the LAW 60 is best reserved for light armored vehicles like APCs and soft-skinned vehicles like trucks.

The rocket doesn't have enough power to take out the tank with a front hit.

This time the tank will explode. Connors will automatically drop the empty rocket tube.

Once the targets are down, dismount from the machine gun and turn right. Move through the open doorway.

Step up to the firing platform and pick up the weapon. Aim it toward the center of the range.

Pick up the next LAW 80 that appears in front of you.

Turn to your left and move through the open door.

Continue through the room and into the next exercise area.

Booth activates a remote tank that will appear straight ahead.

Move past Master Sergeant Booth and continue through the corridor ahead.

When you get to a fork in the road, turn left.

Just ahead is an M2 Bradley APC. When you get close enough, the word "embark" will flash in the lower-right side of the screen, allowing you to get inside.

Drive toward the next training area and stop the Bradley just in front of the large concrete barriers.

Once inside, switch to the driver position indicated by the steering wheel icon.

Hop out of the Bradley and move through the open gate ahead.

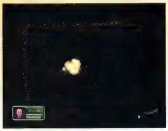
Driving is just like regular movement. Follow the road ahead.

Step into the next room and listen to Master Sergeant Booth's comments on artillery and air strikes.

When instructed, move over to the table on the left and pick up the PRC319 communications set.

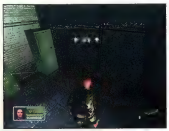
Now turn to the targets on the right. Aim between the truck and the target silhouettes and call in a second rocket artillery barrage.

Now move to the view port and spot the various targets below.

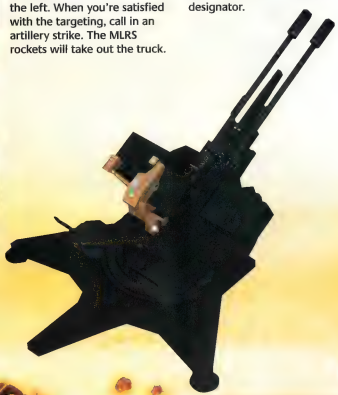


The incoming strike will take out all the remaining targets.

Switch to aim mode and center the crosshairs on the truck to the left. When you're satisfied with the targeting, call in an artillery strike. The MLRS rockets will take out the truck.



Now move back to the table and pick up the laser target designator.



Move back to the view port and wait for a couple of tanks to stop in the middle of the range.

Switch to aim mode and target the tank on the left. Hold the targeting crosshairs on the tank until the laser locks on. Once you get a lock, call in the air strike.

Watch as the tank is hit by incoming guided ordnance.

Now lock on to the second tank. Once the lock is achieved, call in the strike and exit aim mode.

TIP

Once an air strike is called in, you do not have to continue painting the target with the laser. In fact, it's best to take cover so you're not hit by enemy fire or injured by the incoming air strike. You'll probably miss the fireworks, but at least you'll live.

Destroying the second tank completes this training session.

Squad Training

DATE: July 31, 1990
LOCATION: Special Forces Squad Training Area

Master Sergeant Peters is back, this time to show you through the last phase of your training.

Move through the open gate into the large open area with a series of flags.

Peters will cut the lights, requiring you to activate your night-vision goggles. Simply select the night-vision goggles from your inventory to activate them.

As Peters instructs, turn off the night-vision goggles and select the flare gun.

Aim the flare gun upward at a steep angle and fire. The flare illuminates the surrounding area for a few seconds.

TIP

Flares are a double-edged sword. Although they provide plenty of light, they can also give away your position. Whenever possible, avoid using flares and opt for night-vision goggles.

Now advance to Flag Station 1.

You now have control of two different squad members. As Peters instructs, order them to move in on your position.

Leave your squad behind and move to Flag Station 4.

Once they arrive at Flag Station 1, give them a hold order.

When you arrive at Flag Station 4, listen to Peters's instructions. Select Connors from the squad member interface and have him join you at Flag Station 4.

When Connors arrives, give him a hold order.

Now select Jones from the squad interface. Use the movement crosshairs to target Flag Station 3. Once you give the order, he'll move out.

TIP

When ordering Jones to move to Flag Station 3, keep an eye on the range counter next to the crosshairs. The flag is approximately 40 meters away from your position. Anything much farther will send Jones away from Flag Station 3. If needed, provide new coordinates until Jones arrives at the Station's platform. The actual flag pole is a good aiming point.

Join Jones at Flag Station 3. Connors will follow.

Now turn to Connors and give him your Medi-Kit.

Now follow your squad members to the shooting range.

Once in the range, move to the firing position on the far left.

Pick up your M16. Master Sergeant Booth activates a number of targets. Take this opportunity to switch to your different squad members and try out their weapons. Begin by knocking down targets with Bradley's M16.

Next in line is Foley, with the PSG1 sniper rifle. Use the zoomed view for high accuracy shots.

Connors is equipped with the M249 SAW light machine gun. Fire off some automatic bursts to hit a few of the targets downrange.

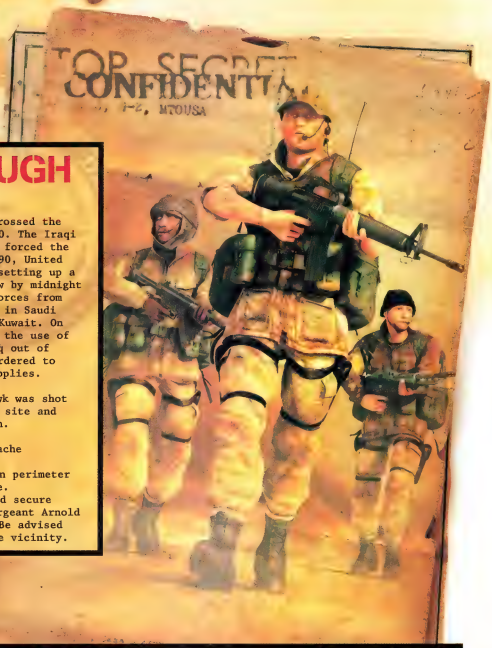
Finally, Jones uses the MP-5SD silenced submachine gun. Like any automatic weapon, use short, controlled bursts for increased accuracy and ammo conservation.

In the next shooting exercise you must give your squad members the order to open fire. With this order, the squad will engage targets as they come into view.

TIP

If your squad does not have orders to fire at will, they'll hold fire until fired upon. Holding fire is useful for stealthy approaches and setting up ambushes.

For the finale, your squad is challenged with taking on a series of random targets. Switch to a squad member with a weapon you feel comfortable with and go to work. The squad still has orders to fire at will, so you won't need to issue the order again. The conclusion of this exercise marks the end of your training.



BREAKTHROUGH

LOCATION: Al-Hadar, Northern Iraq
DATE: January 16, 1991
BACKGROUND: Iraqi military forces crossed the border into Kuwait on August 2, 1990. The Iraqi Army quickly seized Kuwait City and forced the Emir into exile. On November 29, 1990, United Nations Declaration 678 was passed setting up a formal deadline for Iraq to withdraw by midnight January 15, 1991. Allied military forces from more than 100 nations began massing in Saudi Arabia ready to help the people of Kuwait. On January 16, 1991, the UN authorized the use of all necessary measures to force Iraq out of Kuwait. Special Forces teams were ordered to disrupt enemy communications and supplies.

MISSION ORDERS: Delta-Two's Blackhawk was shot down over Al-Hadar. Go to the crash site and secure it for Delta-Two's extraction.

AVAILABLE SUPPORT: HMMW-V, AH-64 Apache
INITIAL OBJECTIVES:
- **SECURE TOWN WALLS:** Secure the town perimeter before breaking through the entrance.
- **ENTER THE TOWN:** Enter the town and secure Delta-Two's last known position. Sergeant Arnold and his squad will meet you there. Be advised that enemy snipers are active in the vicinity.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

PSG1 (5/75)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M60E3 (100/1000)
Desert Eagle (9/90)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
870 combat shotgun (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (8)
Antitank mine (1)
C4 detonator
Night-vision goggles
Medi-Kit (6)

MAP KEY

OBJECTIVES:

1. -Start
2. -Road Block
3. -Secure Town Walls
4. -Enter the Town

WEAPONS & EQUIPMENT:

- A -AK-47 (1), AK-47 Ammo (3), Medi-Kit (1)
- B -AK-47 (1), AK-47 Ammo (3), RPG-7 (1)
- C -RPG-7 (1), Medi-Kit (1)
- D -AK-47 (1), AK-47 Ammo (5)

Your squad begins the mission in a 4x4 jeep on a desert road just outside Al-Hadar.

During this opening sequence you have control of Bradley behind the 4x4 jeep's heavy machine gun. Watch as the supporting Apaches destroy enemy vehicles ahead.

Look for an enemy solider on the right side of the road and try to hit him with the machine gun. If you miss, Jones, in the back seat, will take him out.

As soon as the 4x4 jeep stops, Foley and Jones disembark, leaving Connors behind the grenade launcher and Bradley behind the machine gun.

As an enemy truck moves in behind the 4x4 jeep, immediately switch to Jones. Dispatch the enemy soldier before he fires at Connors and Bradley.

Continue sidestepping north while facing the enemy troops to the east. Lay down return fire if anyone sees you.

Stay with Jones and move behind the 4x4 jeep for cover. Take this opportunity to turn on the night-vision goggles.

As you move north, a new objective becomes available.

NEW OBJECTIVE:
ROAD BLOCK: The enemy has blocked the road leading to town. Use C-4 explosives to destroy the barricade.

TIP

Pick up the AK-47 and ammo from the nearby building, marked "A" on the map. Foley can always use a good assault rifle as a rapid-firing alternative to his sniper rifle.

While your squad members lay down an impressive display of covering fire, follow the road to the north.

Move to the barricade and drop prone. Select a C4 charge and place it.

Once the charge is set, select the C4 detonator. Now stand up and begin backpedaling toward the 4x4 jeep.

When you're a safe distance away, detonate the C4. This clears a path for the 4x4 jeep.

Quickly move Jones to the vacated grenade launcher position.

Now turn around and race back to the 4x4 jeep.

Now, switch to Foley and make a break for the 4x4 jeep. Before leaving your cover, take out any soldiers who may pose a threat.

Once Jones is near the 4x4 jeep, switch to Connors. Move Connors from the grenade launcher to the back seat. From this position he can provide suppressing fire from the rear.

TIP

Remember, you do not have to exit the vehicle to change positions

Hop in the driver's position and begin accelerating. Your squad will provide covering fire while you maneuver.

Take the first left and head for the area where the barricade was situated.

Once past the destroyed barricade, take a gentle right and be prepared to encounter two Iraqi soldiers. Swing the 4x4 jeep directly at them so Bradley and Jones have open shots.

Follow the zigzag road way through the narrow canyon and be ready for another pair of enemy soldiers around the next corner to the right. Inch the 4x4 jeep through the curve until Bradley and Jones can open fire.

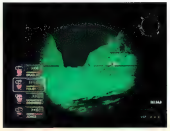
The road leads into a large, heavily defended open area just before the town walls. Get off the road by immediately veering left as soon as you pass the concrete barriers.

Drive west, toward the canyon wall.

Climb up this small hill to the north...

...then swing the 4x4 jeep east so it's parallel with the city wall. From this position Jones and Bradley can fire on the enemy positions without facing much return fire.

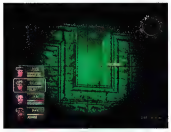
With Foley under your control, hop out of the 4x4 jeep and give Connors an order to follow you.



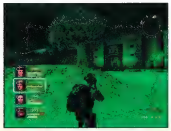
Sidestep to the south and move up on the small hill. Drop prone and begin picking off targets. Start by taking out any troops to the south, along the road you just passed.

Then turn you attention to the machine gunners and other troops along the city wall.

Once the area in front of the wall is clear of enemy troops, begin sidestepping east while facing the wall. Four snipers on the wall demand your attention.

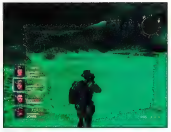


Connors provides cover while you take out the snipers. Continue moving east until all four are neutralized.



About this time, you get notification of a tank moving toward your position from the city gate. Quickly find cover behind one of the small hills.

Wait for an Apache to swoop in and take out the tank.



With the area clear, make a beeline for the 4x4 jeep.

Hop in the driver's seat. Climb over the small hill ahead and maneuver the 4x4 jeep back onto the road.

Creep past the smoldering tank and inside the city walls.

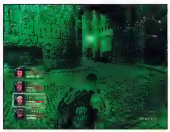
Wind around the crooked road inside the city walls and cautiously approach the opening to the north.

Make an abrupt left turn into the archway so you're facing the street ahead.

Hold in the archway and engage the enemies that appear. A sniper is on the roof to the right, but Bradley should have no problem targeting him.

NOTE BAGHDAD

In the areas ahead, civilians are running around—usually running away from you. Hold your fire.



Switch to Connors and disembark from the 4x4 jeep. Take up a position covering the southern passage so he can pop off enemies as they move around the corner.

Switch to Foley and hop out of the 4x4 jeep. Take a knee and help Jones and Bradley take out soldiers at the far north end of the street.

Now switch to Bradley and take control of the 4x4 jeep's machine gun. Hold this position until the action dies down or until the 4x4 jeep's weapons run out of ammo.

As the action subsides, disembark from the 4x4 jeep and order the squad to fall in. The barriers prevent the 4x4 jeep from going any farther, so you must move on foot to the crash site.

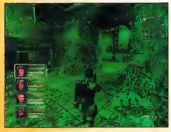
Cautiously move down the street to the north, with the squad close behind.

At the intersection, inspect the rubble to the west, looking for soldiers hiding there.

Enemy troops appear to the north. Also, a few step out from behind the alley to the east. Take a knee and open fire.

Once things are secure, take a break and use a Medi-Kit on yourself as well as your squad.

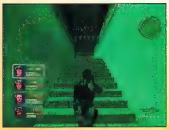
While firing, slowly move north, but don't turn a blind eye to the alley to the east.



Now move through the hole in the wall to the east.

Once you pass the alley, make a break for the open doorway to the north. Get your squad inside as quickly as possible.

Sidestep through the hole in the wall while facing north. Prepare for another fire fight.



You enter a narrow stairwell. Stop midway up the stairs and give the squad a hold order.

Switch to Connors and take up a crouched position covering the doorway your squad just entered. He'll cover the rear while the rest of the squad moves in on the crash site.

Now switch to Foley. Move up the stairs and stay clear of the doorway on the left.

While crouched, sidestep right and be ready to bring up the sniper rifle's scope.

As you clear the doorway, look for an enemy sniper in a building to the southwest. Drop him before he sees you.

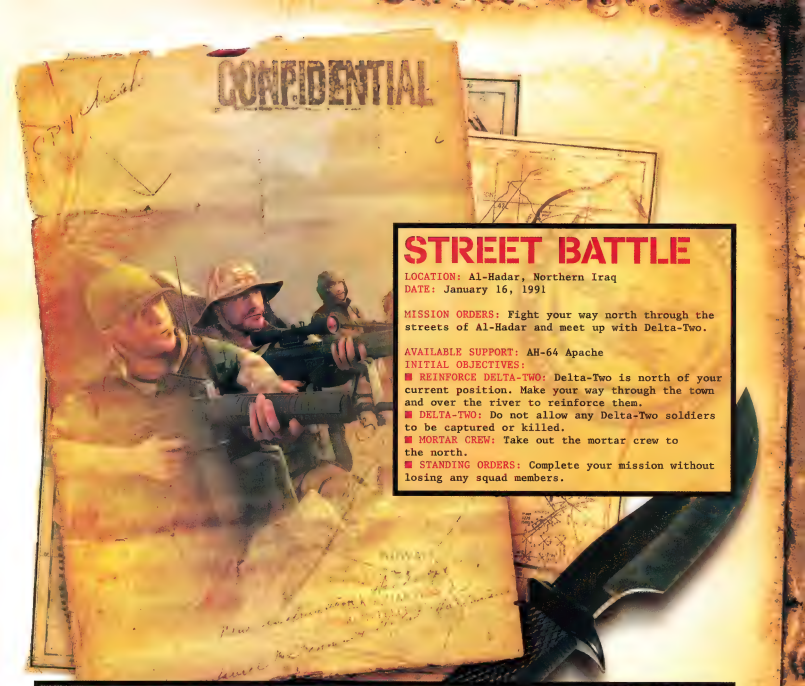
Switch back to Bradley. Order Foley and Jones to fall in. Connors stays behind to cover the rear.

Cautiously pass through the upstairs doorway and move through the damaged second floor. Look for another stairway on the south side of the room and take it to the bottom floor.

Once downstairs, you can finally access the crash site–but Delta-Two is nowhere to be found.

Crouch near the crash site as Sergeant Arnold's Humvees approach.

Order Connors to move to your position. Once he arrives at the crash site, this mission ends. But it looks like your rescue mission has just been extended.



STREET BATTLE

LOCATION: Al-Hadar, Northern Iraq
DATE: January 16, 1991

MISSION ORDERS: Fight your way north through the streets of Al-Hadar and meet up with Delta-Two.

AVAILABLE SUPPORT: AH-64 Apache
INITIAL OBJECTIVES:
- REINFORCE DELTA-TWO: Delta-Two is north of your current position. Make your way through the town and over the river to reinforce them.
- DELTA-TWO: Do not allow any Delta-Two soldiers to be captured or killed.
- MORTAR CREW: Take out the mortar crew to the north.
- STANDING ORDERS: Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
combat knife
M67 frag grenade (4)
phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
laser target designator
night vision goggles
Medi-Kit (12)

FOLEY

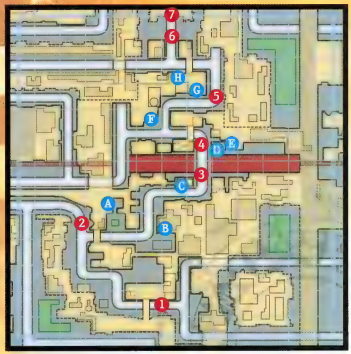
PSG1 (5/75)
Model 92 (15/150)
combat knife
M67 frag grenade (4)
phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
night-vision goggles
Medi-Kit (12)

CONNORS

M60E3 (100/1,000)
Desert Eagle (9/90)
combat knife
M67 frag grenade (4)
phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
night-vision goggles
Medi-Kit (12)

JONES

MP-5SD (30/600)
870 combat shotgun (7/70)
combat knife
M67 frag grenade (4)
phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (8)
antitank mine (1)
C4 detonator
night vision goggles
Medi-Kit (12)



MAP KEY

OBJECTIVES:

1–Start
2–Air Strike
3–Bridge
4–Enter the Town
5–Mortar Crew
6–Reinforce Delta-Two
7–Delta-Two

WEAPONS & EQUIPMENT:

A–RPG-7 (2)
B–AKSU-74 (1), AKSU-74 Ammo (2), Medi-Kit (1)
C–AK-47 (1), AK-47 Ammo (1)
D–SVD Dragunov (1), Dragunov Ammo (2)
E–AKSU-74 (1), AKSU-74 Ammo (5)
F–M18 Smoke Grenade (4), Medi-Kit (2)
G–RPK-74 (1), RPK-74 Ammo (3)
H–RPG-7 (2),

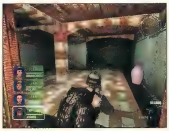
Sergeant Arnold's Humvees leave you in the town. You'll have to move on foot to Delta-Two's position.

Switch to Jones and move into the adjacent courtyard to the north. Use crouched movement to avoid being heard or seen. A solider patrols this area.

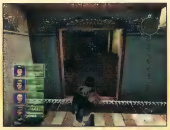
Drop prone and wait for the soldier to return. Switch to aim mode for a better view.

As the soldier moves into view, drop him with a short burst of silenced fire from Jones's MP-5SD.

Change to a crouched stance and move into the courtyard. Order the squad to fall in.



Enter the doorway to the right and inch forward. Stay clear of the stairway on the left for now.



Switch to Bradley and position him as shown, covering the door you just entered. He'll prevent enemy troops from attacking the rest of the squad's flank.

Switch back to Jones and sidestep to the right until you get a good view of the stairway. There's usually a soldier standing at the top of the stairs and looking directly in your direction.

As soon as the soldier at the top of the stairs sees you, he'll retreat and get some buddies. Wait for them to return, then gun them down.

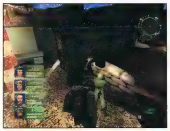
Your stealthy approach has been compromised. Give the squad an open fire order and race up the stairs and mount the machine gun overlooking the open area below. Connors and Foley follow.

Switch to Connors and proceed around the next corner,

dropping enemy soldiers as they come into view.

Follow the hallway until you come to a set of stairs leading down. Drop prone and aim down the stairs. From this position, Connors prevents any soldiers from entering the building.

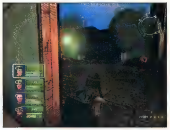
Now switch to Foley and take up a position behind the sandbags just to the right of Jones.



While Jones fires the machine gun, keep an eye on his health. Heal him with a Medi-Kit as needed.

Help Jones by picking off targets to the west.

Switch to Bradley and move toward Connors's position.



Descend the stairs and cautiously move into the open. If necessary, crouch or drop prone to avoid enemy fire.

When it's relatively clear, race across the courtyard toward the building directly to the west. Fire while running, but don't stop in the middle.

You eventually reach a low wall just in front of the building. Immediately drop prone and target any nearby enemies.

Order Connors to move to your position. You'll need his support. Make sure Jones and Foley hold their positions.

When Connors arrives, give him a hold order. Now enter the adjacent building to the west and clear it. Watch out for an enemy soldier lurking in the southeast corner.

Return outside and order Connors to fall in. While Jones and Foley provide covering fire, cross the courtyard to the south and enter the hole in the wall.

Once inside, turn to the doorway facing west and engage enemy troops inside the building across the street. Connors can handle other threats.

As things calm down, order Foley and Jones to fall in.

When the whole squad is together again, give them a hold order.

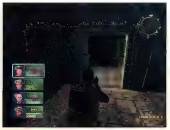
Move out the hole in the wall and cautiously round the corner to the south.

Once the squad has entered the building, give them another hold order.

Peek around the corner and engage any troops hiding among the rubble to the southwest. Fire a grenade from the M203.

Find the exit at the back of the room and move through the doorway.

As the enemy fire subsides, cross the street and enter the building to the west. If you come under fire, keep moving. Worry about the remaining soldiers once you reach cover.



Cross an alley and enter the next building just ahead to the west.

Engage any visible enemies from the western building. When it's clear, order the squad to fall in.

Once inside the small room, drop prone and crawl toward the doorway to the north. A ZSU-23 sits in the middle of the road ahead.

NEW OBJECTIVE:

■ AIR SUPPORT: Use your laser target designator to call in air support on the blockading ZSU-23 antiaircraft gun. Gunship Cowboy-Three in on station above the town to assist you.

Equip the laser target designator and target the ZSU-23.

When you get a lock, call in the air strike and move away from the doorway. Watch the action from one of the windows.

This draws more enemy troops to the area. Order the squad to fall in.

Stay in the small room and engage the enemy troops from the windows and doorway.

As the action slows, move into the street and head for the damaged car. Your squad will follow.

Once you reach the car, face the building to the northeast; this is where the enemy troops are coming from.

Switch to Connors and move north. Sidestep and face east as you near the enemy-infested building.

Take up a crouched position and aim toward the building's doorway.

Switch back to Bradley and move north. Take up a similar crouched position facing the doorway.

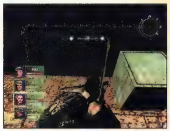
When things calm down, order the whole squad (including Connors) to fall in. Then move through the doorway.

Switch to Connors and enter the small courtyard to the north. Be ready to drop any troops inside. Scan the corners carefully while entering.

At the corner, sidestep to the right and inch forward. About this time, a tank breaks through the wall to the east. Unfortunately, you won't be able to call in air support for this one. You must find another way to take it out.

Switch back to Connors and approach the doorway. Bradley and the rest of the squad will provide cover.

Be prepared to engage enemies to the north and east. Keep moving north.



Along the western wall are two RPG-7s. Pick them up.

Retreat around the corner and join the rest of the squad.

Enter the doorway and immediately turn left, where you find another doorway leading outside. Face this doorway and take a knee.

When you reach this area, order the squad to hold. Engage the enemies to the southeast.

Go back outside and help the squad engage more enemy troops while approaching this corner.

TIP

It may be necessary to move the squad close to the wall to the east. otherwise, the tank may be able to spot your positions.

Switch to Foley. While crouched, sidestep right until you can see the tank.

Switch back to Bradley and lead the rest of the squad into the cramped hallway where Connors is positioned. Hold this position and drop any soldiers who try to enter through the doorway to the northeast.

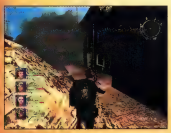
When you spot the machine gunner in the turret, zoom in and drop him with one well-placed shot. After firing, move back to the squad's position so the tank won't see you.

Once in the building, drop to the floor and begin crawling to the doorway on the other side of the room.

Continue crawling outside, using the low wall for cover. Make your way to the tank's rear. Try rolling to speed things up.

Switch back to Connors and equip a smoke grenade. Toss a couple of grenades into the street, just in front of the tank.

Move behind the pile of rubble to the south.



Now turn east and make a break for the open doorway to the right. Move quickly before the smoke dissipates.

TIP

If the tank's main gun begins tracking you, don't worry. As long as you remain prone, the gun can't depress low enough to fire at you.

When you eventually reach the tank's rear, equip an RPG-7 and back up as far as you can without standing up.

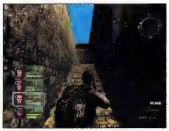
Once you're as far back as possible, enter aim mode and line up the sights on the tank's weak rear armor. Fire to destroy the tank. The resulting explosion may injure Connors. Use a Medi-Kit if needed.

TIP

Instead of using an RPG on the tank, try using one of Jones' C4 charges. However, Jones will want to retreat to more substantial cover before detonating the explosives.

Order the rest of the squad to fall in. On their way, they may stop to take shots at a sniper to the north.

Once the squad is joined up, quickly move north–an enemy mortar strike is inbound.

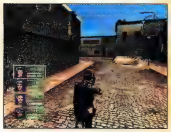


Duck into the stairway to the right and gun down the solider at the top of the stairs. Keep moving the whole time. Your squad needs to get off the street before the mortar rounds hit.

Once the squad is at the top of the stairs, switch to Bradley and face the stairway the squad just climbed.

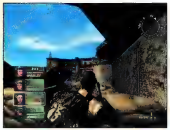
Switch back to Connors and clear out the remaining troops on the upper floor.

When it's clear, head north, but stop short of the intersection and order the squad to hold.



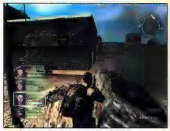
Switch to Bradley and order the squad to fall in. Then move down the street to the east, stopping short of the next corner.

When things calm down, move Bradley into the nearby building. At this point, you're tasked with holding the bridge.

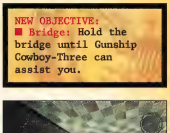


From behind the sandbags, clear out any troops you can see to the north as well.

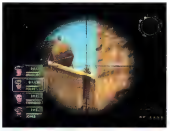
Switch to Foley and approach the corner as shown.



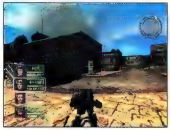
Switch to Connors and place him here behind the rubble, facing the doorway.



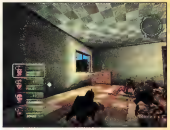
Switch to Foley and pick up the AKSU-47, ammo, and Medi-Kit.



While crouched and with the sniper rifle's scope at the ready, sidestep left and peek around the corner. Scan the rooftops across the street first.



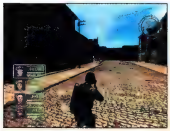
Place Foley in a similar position.



Once inside, order the rest of the squad to join you and drop prone.

Switch back to Connors and order the squad to fall in. Descend the stairs leading back to the street. Before entering the street, check left and right for more troops.

This sniper will probably see you. Take him down quickly.



Meanwhile, Bradley and Jones should cover the approach to the west.

Place Connors in a position so he can cover the doorway.

The next sniper is on a roof to the east. If he doesn't see you, take time to line up a good shot.

Order the squad to hold, then move upstairs. About this time you're tasked with a new objective.

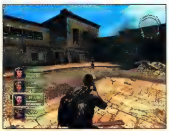
NEW OBJECTIVE:
■ DESIGNATE: Call an air strike on the T-62 battle tank occupying the bridge.

From the upstairs window, try to spot the tank below. Be careful; if the tank sees you, the crew will fire a high-explosive round at the building.

When you spot the tank, bring up the laser target designator and acquire a lock. Call in the air strike and wait for the Apache to respond.

Stay hidden and wait for the Apache to dispatch the tank.

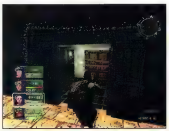
Now switch to Jones and move upstairs to the machine gun. This comes in handy to clean up any troops who might respond.



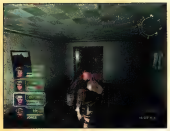
Switch to Connors and exit the building, scanning down both ends of the street. Drop any stragglers.

While moving north, pause to take out a soldier in this tower.

Move north, then turn left to face this doorway to the west. If things are quiet, order the rest of the squad to fall in.



When the squad is joined up, move through the doorway to the west.



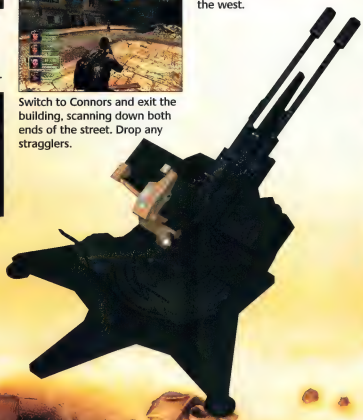
Race through the building. A truck full of troops is en route in the adjacent street.

When you exit onto the street, turn left and open fire on the incoming truck.

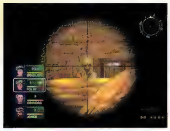
Keep firing until it bursts into flames. If you're too slow, you'll have to deal with several soldiers who disembark from the truck.

Switch to Bradley and order the squad to regroup. Be ready to take on more troops to the west.

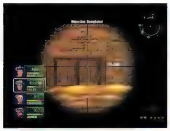
Move to the street branching north, but keep an eye to the west for more enemy soldiers.



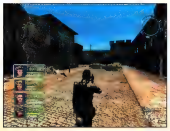
Switch to Foley. While the rest of the squad suppresses the enemy to the west, drop prone and crawl toward the corner to the east. This is where the mortar positions are.



Pick off the enemy troops one by one. Use the zoomed view for head shots.



Look for more troops hiding behind the sandbags. When the mortar crews are all dead, you'll get an onscreen notification.

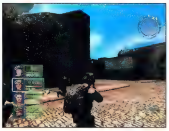


Once the mortar crews are down, switch to Bradley and order the squad to regroup. Cautiously move toward the mortar positions, watching for enemies to the west and north.

Stop short of the intersection and switch to Foley. A sniper is around the corner.

Zoom in and take him out.

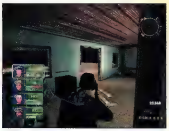
Switch back to Bradley and order the squad to fall in. Move to the north. Stop just before the next corner.



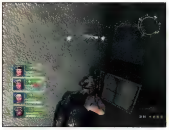
Again, switch to Foley and sidestep right to spot another sniper lying in wait.

Zoom in to get a head shot.

Switch back to Bradley and order the squad to fall in. Continue around the corner until you come to this open doorway.



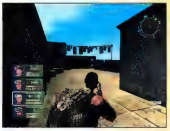
Move inside and set up defensive positions with Connors covering the stairwell and Jones and Bradley covering the doorway.



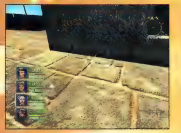
Switch to Foley and move to the back room. Pick up the RPK-74 and the ammo—this will come in handy later.

Now switch to Connors and climb the stairs. Take out all enemy troops you encounter.

When you get to the top of the stairs, sidestep and open fire on the troops in the next room. For good measure, toss in a grenade.



Continue clearing the next two rooms until you reach the rooftop.



Order Foley to move to the right of your position. Meanwhile, train your sights on the door to the west.

When you spot the first one, drop him before he can fire.

Switch to Foley when he makes it to the rooftop. While crouched, face north and sidestep left. A few snipers are on the rooftops across the street.

Continue sidestepping left until another sniper comes into view. Steady your aim, zoom in, and fire. Scan the rest of the rooftops until all enemy snipers are neutralized.

TIP

After firing your first shot, one or two soldiers will access the rooftop through the door to the west. But don't worry. As long as Connors is in position, he'll drop them as soon as the door opens. Meanwhile, Jones and Bradley will take care of other soldiers trying to access the ground floor.

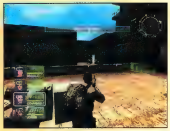
Once the horizon is clear of snipers, switch back to Connors. Order the rest of the squad to regroup and head for the door to the west. You may want to pick up a couple of RPG-7s before leaving the rooftop.

Descend the stairs to the ground level with the rest of the squad in tow.

When you reach the bottom floor, switch to Jones and equip an antitank mine. Delta-Two is just around the corner. Order the rest of the squad to fall in.

Run outside and take a right. Just before you reach the next intersection, stop and place the mine in the center of the road.

At the intersection, turn left and spot Delta-Two on the rooftop to the north. They'll drop red smoke just in front of their position.



Move toward Delta-Two and prepare to hold off an attacking force. Move Connors and Jones to the right flank to cover the doorway to the southwest. Stand behind the crates for added protection.

Make sure Foley changes to the RPK-74, and move him to the left flank with Bradley to cover the doorway to the southeast. Jones' antitank mine will destroy the incoming armor.

Once the attack is over, meet up with Delta-Two and make plans for your extraction.

BESIEGED

LOCATION: Al-Hadar, Northern Iraq
DATE: January 16, 1991

MISSION ORDERS: Escort Delta-Two to the designated pick-up area. Secure the landing zone (LZ) and protect the Blackhawk during extraction. Then rendezvous with squadron vehicles to make your escape.

AVAILABLE SUPPORT: None
INITIAL OBJECTIVES:
- ESCORT: Escort and protect the Delta Force Sergeant. He will lead you into the communications site via the local sewer system.
- STANDING ORDERS: Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
Combat knife
M67 frag grenade (6)
Phosphorus grenade (4)
M18 smoke grenade (5)
Claymore mine (3)
Binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

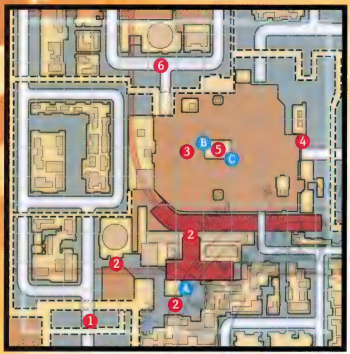
PSG1 (5/75)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M60E3 (100/1,000)
Desert Eagle (9/90)
Combat knife
M67 frag grenade (6)
Phosphorus grenade (4)
M18 smoke grenade (5)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
870 combat shotgun (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (8)
Antitank mine (1)
C4 detonator
Night-vision goggles
Medi-Kit (6)



MAP KEY

OBJECTIVES:

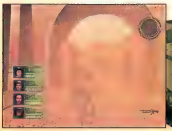
- A–Start
- B–Escort
- C–Helicopter
- D–Cover
- E–Hold the bunker
- F–Rendezvous

WEAPONS & EQUIPMENT:

A–RPG-7 (2)
B–(bunker interior)LAW 66 (2), RPK-74 (1), RPK-74 ammo (5), SVD Dragunov (1), SVD Dragunov ammo (5), Medi-Kit (1)
C–(bunker roof) AK-47 (2), AK-47 ammo (9), RPG-7 (3), Medi-Kit (3)

You begin outside a large gate. Listen as the Delta-Two Sergeant briefs you and his men.

As soon as the gate is opened, order your men to fall in.



Follow the Delta Sergeant as mortar shells begin to fall.

Stay close to the Sergeant and watch for him to turn right to get off the street.

TIP

Be sure to follow the Sergeant, because the Delta soldiers leading will be killed by mortar fire. If you move quickly and stay close to the Sergeant, your squad should be able to escape the mortar barrage without so much as a scratch.

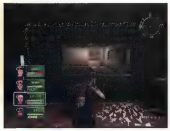
Quickly follow the Sergeant across this open area...

...then go down these steps.

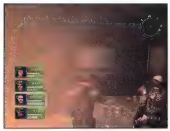
The Sergeant pauses at the bottom of the steps and faces the alley to the South. Give your squad orders to fire at will; an ambush is in the works.

Order the squad to hold, then, with Foley in tow, move back up the steps to the west. Pause near the top and crouch to take out a couple of enemy soldiers.

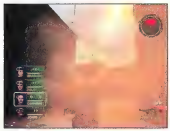
Switch to Connors and order Jones to fall in.



Cautiously move south toward the corner while facing the window to the east.



When the ambush is sprung, three soldiers pop up from nearby windows: one to the east, and two to the west. Take them down quickly!



Now find a sniper on the rooftop to the south. Take him down with an auto burst.

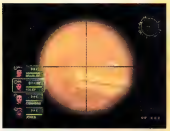
Stay clear of the intersection and approach this window to the east. Fire through the doorway on the other side of the room to drop a few more enemy troops. Leave Connors in this position.

Now switch to Jones. Face east and peek around the corner. Pick off the two soldiers on the roof to the east.

Once they're down, continue sidestepping south while facing east. One more soldier is on the roof (shown here). Drop him before he spots you.

Switch to Foley and move around the corner to the south.

Pause at the next corner and face north while sidestepping east–there's a soldier on the rooftop to the northeast.



Zoom in and take him out before he sees you.

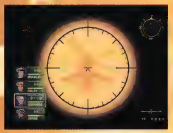
The Sergeant moves out once the ambush is clear. Switch to Connors and order the squad to fall in.

Follow the road around to the north. Stop and pick up a couple of RPG-7s to the left. Equip one now.

With an RPG in hand, follow the Sergeant down into the sewers.

Wait for the Sergeant to open the metal door, then continue following him.

Around the next corner, an Mi-24 gunship comes into view. Take a knee behind the Sergeant and raise the RPG.



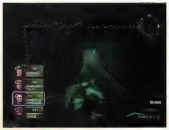
Quickly switch to aim mode and steady the sights on the Mi-24. It's easy to target once it begins hovering to the east.

The Sergeant pauses halfway down the tunnel, citing incoming soldiers. Pass him and cautiously approach the intersection ahead.

Fire the RPG to knock it out of the sky.

Face west and sidestep into the adjoining tunnel. Drop any resistance with a generous burst of automatic fire.

Change back to the M60 and follow the Sergeant.



Now face north and sidestep west, aiming toward the next tunnel. Neutralize all enemies.

When you enter this tunnel, turn on your night vision goggles.

The Sergeant now moves ahead. Fall in behind him.

Follow him up a set of stairs...

...and into the communications site. You can turn off the night-vision goggles now.

NEW OBJECTIVE:
■ HELICOPTER: When the search and rescue helicopter arrives, defend it and ensure that everyone escapes safely.

NOTE

The communications site is a bunker stuffed with all sorts of weapons. Two mounted machine guns on the ground floor face east. A short staircase on the north side provides access to the rooftop, where you can find more gear, including a few RPG-7s. During lulls in the battle, take time to appropriately equip your squad.

With the squad in tow, enter the bunker and pick up the two LAW 66 anti-tank rockets. Then lead the squad to the bunker's rooftop via the short staircase.

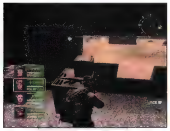
Turn west and give the squad a hold order. The Blackhawk will land just below.

Help the squad engage enemy soldiers situated on the building.

Make sure all opposition is silenced before the Blackhawk touches down.

NEW OBJECTIVE:
■ COVER: Cover each Delta Force soldier as he runs to the search and rescue helicopter.

Take control of Jones and move him downstairs and behind the mounted machine gun to the southeast. From this spot, Jones provides vital protection as Delta-Two moves to the landing zone.



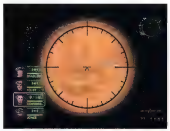
Move Foley downstairs, too. Pick up the RPK-74 and the ammo located in the southeast corner. Equip the weapon now.

TIP

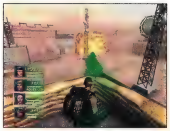
To further protect the Blackhawk, drop smoke grenades in front of and behind it. This prevents enemy soldiers from targeting the chopper.

Run to the northwest corner of the bunker and face northeast through the view port. Crouch for added protection.

Switch back to Connors upstairs and equip an RPG-7 and move to the northeast corner. Spot the BMP next to the communications antenna.



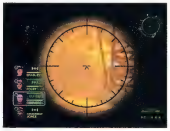
Use the aim view to get a better view, then launch.



This will destroy the BMP. Now use the M60 to drop the surrounding troops. When you get a chance, grab another RPG-7–there's one on the east side of the roof.

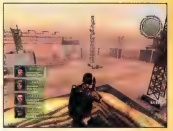
Now move to the southeast corner. An Iraqi tank will eventually approach from the south following one of the Delta-Two members. When you hear the tank, equip the on of the LAWs.

When the tank comes into view, track it with the LAW and wait for it to come to a stop.



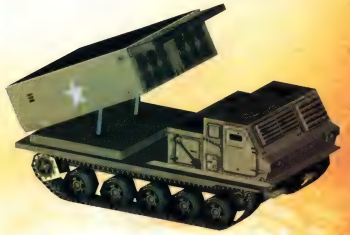
As soon as the tank stops, switch to aim mode and fire at the tank's side armor. It will take two rockets to get it from this angle, so fire quickly and accurately.

Once the tank is smoldering, engage the troops to the south with automatic fire from the M60.



While Connors is covering the southeast corner, move Bradley to the northeast corner for more comprehensive coverage. If Bradley runs low on ammo, grab the AK-47 and ammo on the rooftop.

When you hear a radio message from an injured Delta-Two member, switch back to Connors and equip an RPG-7. If you don't have an RPG, grab one and face east.



Watch as the Delta-Two soldier hobbles from north to south. Another BMP appears directly to the east.

Return to the southeast corner and fire on the massing troops below.

Use the aim mode for a closer view. Drop to a knee to steady your aim.

Continue providing covering fire as the Blackhawk lifts off.

NEW OBJECTIVE:
■ HOLD THE BUNKER:
Hold the bunker and await further orders.

When you have a clear shot, fire. This destroys the last piece of armor you'll have to worry about.

After the Blackhawk leaves, don't back down. Enemy troops continue pouring in from the east. Hold steady until new orders arrive.

As soon as the rendezvous orders are issued, switch to Bradley and order the squad to fall in.

NEW OBJECTIVE:
■ RENDEZVOUS: Sergeant Arnold and the squadron vehicles are waiting behind the main gate to the west. Evacuate the communications site and rendezvous with them before the site is overrun.

Race downstairs and move toward the bunker's exit to the west.

Outside, move to the wooden gate in the northwest corner.

Stand back while Arnold and his men blow the gate open.

Move north through the tunnel and toward Arnold's Humvees.

Get to the Humvees as fast as possible.

After leaving, Delta-Two's charges will destroy the communication site's antennas.

VICTOR-TWO

LOCATION: Victor-Two, Northern Iraq
DATE: February 18, 1991

BACKGROUND: After being pounded by air and artillery attack for nearly six weeks, frontline Iraqi troops begin to surrender in droves. General Schwarzkopf, commander of the allied forces, issues a statement declaring that allied forces will grant safe passage to the Iraqi Army if it begins to withdraw from Kuwait.

Meanwhile, Special Forces teams continue to operate inside Iraq, targeting key radar, communication, and command facilities.

MISSION ORDERS: Covertly infiltrate a series of checkpoints on your way to an Iraqi communications facility.

AVAILABLE SUPPORT: HMMW-V
INITIAL OBJECTIVES:

- **CHECKPOINT:** There is a small checkpoint next to a bridge north of the insertion point. Neutralize all the guards at the checkpoint before proceeding.
- **SECURE THE MAIN GATE:** You must secure the main gate to the compound before you can infiltrate the base.
- **PROTECT:** Ensure that the squadron vehicle survives. This is your only means of escape!
- **STANDING ORDERS:** Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16 silenced (32/540)
P228 (13/130)
Flare gun (4)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

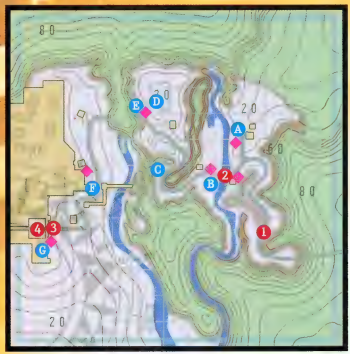
L96A1 (10/150)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M60E3 (100/1,000)
P228 (13/130)
Combat knife
LAW 66 (1/1)
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
870 combat shotgun (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (8)
Antitank mine (1)
C4 detonator
Night-vision goggles
Spanner
Medi-Kit (6)



MAP KEY

OBJECTIVES:

1–Start
2–Checkpoint
3–Secure the main gate
4–Infiltrate

WEAPONS & EQUIPMENT:

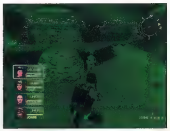
A–Alarm Switches
B–Medi-Kit (1)
C–RPG-7 (1)
D–PK light machine gun (1), PK light machine gun ammo (1)
E–AKSU-74 (suppressed) (1), AKSU-74 ammo (3), Medi-Kit (1)
F–RPG-7 (1), AK-74 (1), AK-74 ammo (1)
G–AK-47 (1), AK-47 ammo (3), Medi-Kit (1)
H–RPG-7 (1)

Begin by activating your night-vision goggles.

While controlling Bradley, leave the rest of the squad behind for now and head through the narrow passage to the northwest.

Ignore the goats and continue following the narrow canyon.

Sidestep around the next corner to spot an Iraqi soldier. He's facing away and sleeping, so he won't pose an immediate threat as long as you remain silent.



While crouched, sneak up behind him. Keep your weapon trained on his back as you approach.

When you get closer, equip your combat knife.

Walk right next to the soldier, stand up, and quietly take him out.

Switch back to your silenced M16, turn northwest, and walk along the bank of the dry river bed. Move while crouched to avoid making noise.

Watch for a guard patrolling to the west.

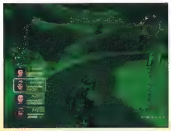
When he stops on the opposite bank, drop him with a burst of silenced automatic fire. Whatever you do, don't let him run away and sound an alarm.

TIP

A stealthy approach is vital in this mission. An alarm sounds if any guards notice you. If this happens, you'll be faced with taking on a wave of enemy troops until the alarm is deactivated by using one of the alarm switches found throughout the level.

Now turn north and drop prone. Bradley waits here while Foley goes to work on a few other guards. Make sure he has a hold fire order before you switch to Foley.

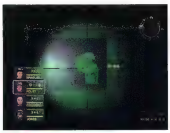
Now switch to Foley and move down the road to the north.



Continue following the road until you come to a minefield spanning the road to the northeast.

Move to the left side of the road and go up the earthen ramp running parallel to the minefield.

Take a knee as you approach the top of the ramp and face north, toward the guard tower with the spotlight.



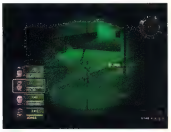
Bring up the scope to get a better view of the guard behind the machine gun. Zoom in and wait for the guard to turn left or right, which gives you an open shot. Aim for his upper torso and squeeze off a round.

TIP

Although head shots are tempting, settle for aiming at the torsos of the guards in this area. Chest shots are just as lethal and offer a greater margin for error should your round go high or low.

With the guard tower out of play, search for a couple of more guards on the ground.

As this guard passes the truck, zoom in and take him out.



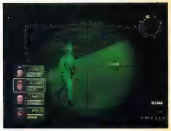
Find another guard patrolling to the west. Take him out too.

Now inch toward the north while facing west. Search for the other guard tower.

To spot the guard inside, you must stand up to see over the brush.

Zoom in and wait for the guard to swing the machine gun to his left. Otherwise, the alarm speaker blocks your view. Because you're standing, wait for your aim to steady, then drop him.

Now look for another patrolling guard, just north of the second guard tower.



Wait for him to move into your crosshairs and neutralize him with a shot to the chest. There's one more guard, but Foley can't see him from this position.

Switch back to Bradley and sneak north, toward the bridge.

Hold to the east and move along the small guard house next to the bridge.

Get Jones in the 4x4 jeep too, behind the grenade launcher.

Wait on the east side of the guard house and wait for the last guard to come into view.

Switch back to Connors and drive forward along the canyon road.

Switch to aim mode and drop him to complete your first objective.

Stop short of the minefield and switch to Jones. Fire a grenade toward the minefield; this will set off a chain reaction of explosions, destroying most of the mines.

Now switch to Connors and move to the 4x4 jeep's driver position.

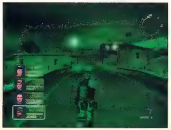
NOTE

The minefield must be destroyed *after* the guards are neutralized. Otherwise, the sound of exploding mines will cause them to sound an alarm.

Switch back to Connors, approach the minefield, and turn north. Switch to Jones and fire a few more grenade rounds along the sides of the road to destroy any remaining mines.

Switch back to Connors and order Foley to fall in. He moves toward the 4x4 jeep and get in.

Now drive through the checkpoint area and stop next to Bradley in front of the bridge.



Now switch to Jones, disembark from the 4x4 jeep, and move west, across the bridge.

Find a switch to the left of the gate and press it. This opens the gate. Move through and approach the barricade.

Equip a C4 charge and place it next to the barricade.

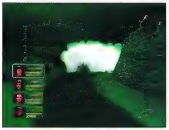
Retreat to a safe distance and use the C4 detonator to clear the road.

TIP

Now is a good time to scour the various buildings for surplus weapons and gear. (See the map for details.) However, the weapons you have at the beginning of the mission are more than adequate for the job.

Switch to Connors and order the rest of the squad to fall in. Bradley and Jones jump in the 4x4 jeep.

Drive forward but stop short of another minefield blocking the road ahead.



Switch to Bradley (or whoever is behind the grenade launcher) and fire a few rounds to clear a path. Don't worry, no alarm will sound.

Switch back to Connors and round the next corner. Steer the 4x4 jeep directly at the guard post ahead and stop. Wait for your squad members to drop the two guards.

Once the guards are down, drive forward and get out. Give the squad a hold order.

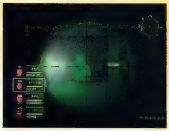
TIP

Before crossing through the minefield, back up and fire a few more grenade rounds, especially in the areas at both sides of the road.

Now switch to Foley. Run up into the guard house and pick up the PK light machine gun and the box of ammo.

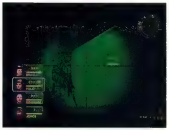
Exit the guard house and continue down the road to the northeast.

Pause at this corner and take a position between these two rocks. Aim north toward the guard tower.



Bring up the scope, zoom in, and wait for a clear shot. Drop the guard with one well-placed shot to the upper chest.

Now move your sights to the left and look for this patrolling guard to the west of the guard tower.

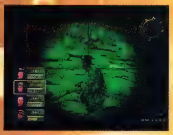


Wait for him to move into your sights, then fire.

Now cross the road to the north.

Circle around the guard tower, then head west. Stay behind the rocks to conceal your movement and crouch to reduce the noise you make.

Sidestep around this rock until you can see a sniper on the rooftop ahead.

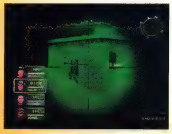


Bring up the scope, zoom in, and take him out.

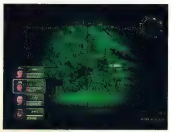
Bring up the scope, steady your sights, and fire.

Cautiously (and silently) move west until you reach this position. Wait here for a patrolling guard with an RPG.

Now move up to his machine gun nest and sidestep out to the right. Another machine gun nest is across the road to the south.



He eventually moves into your sights. Wait until he moves away from you, then shoot him in the back.



Because of the sandbags in front of him, you can't get a solid shot at his chest. Aim for his head and fire. This takes care of all the guards at this checkpoint.

Now sidestep west (while facing south) until you can get a good view of this machine gunner.

Switch back to Connors and order Bradley and Jones to fall in.

Hop in the driver's position of the 4x4 jeep. Jones and Bradley hop in too.

Backpedal away from the barricade. Once Jones and Foley are back a safe distance, use the C4 detonator to destroy the barricade.

Drive into the next checkpoint area and stop short of the barricaded tunnel ahead.

Jump in the 4x4 jeep. Foley follows.

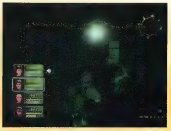
Switch to Jones and hop out of the 4x4 jeep.

Switch to Connors and drive slowly into the tunnel.

Move toward the barricade and place a C4 charge next to it.

Stop just before the tunnel turns west. Get out and give the squad a hold order.

Before backing away, order Foley to follow you. Otherwise, he could be injured by the explosion.

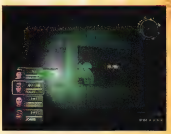


Switch to Foley. Give Bradley an order to follow.

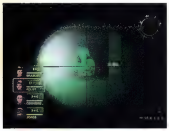
While crouched, move west until you can spot another guard tower.

Now switch to Bradley. Drop prone and inch forward. Wait for another guard to pass in front of the tunnel.

Spot another patrolling guard to the southwest.



Line up the guard in your sights and fire. With the exception of the BMP to the southwest, the street is clear. But there's one more guard patrolling to the east.



Bring up the scope, zoom in, and take a shot as soon as you get a clear view.

Switch to aim mode and fire a silenced automatic burst.

Follow him through his patrol as he moves north. Wait for him to stop, then zoom in and fire.

Follow this path to the south.

Now scan for another guard south of the guard tower.

Switch back to Foley and order Bradley to fall in. While prone, crawl toward the mouth of the tunnel.

TIP

If any of your shots miss, the intended target may be alerted and head for the closest alarm switch. If this happens, give Bradley an open-fire order. If the target is in his line of sight, he'll open fire, hopefully hitting the guard before he reaches the switch.

Sidestep around this rock and face south. Drop prone.

Wait for him to stop, then drop him.

Spot this guard pacing to the south. Wait until he's moving away from you, then fire.

Now crawl out into the open and turn south to face the next guard tower.

Now order Jones to advance to your position.

When he arrives, switch to Jones and move south, keeping the low hills between you and the BMP.

While still prone, place the charge behind the BMP.

As you get closer, drop to a crouched position and continue moving toward the wall to the south.

Now crawl (or roll) back to a safe distance.

Cautiously move in behind the BMP and drop prone. Equip a C4 charge and crawl toward the BMP.

Use the C4 detonator to destroy the BMP.

Stand up and move west toward the open doorway.

TIP

Although the BMP is stationary, it is manned. At the slightest hint of a footstep outside, the crew will go active. Therefore, crawl when moving next to it.

Crouch and cautiously enter, aiming to the left.

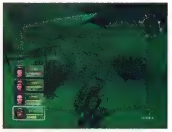
Switch to aim mode and wait for a guard to move into your sights. Drop him with a quick burst.

Move over to the switch on the wall and press it. This opens the gate outside.

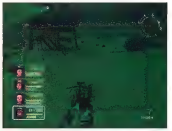
Now move down the hallway to the west and order Bradley and Foley to move to your position.

Stop short of the doorway and give Bradley and Foley a hold order.

Now drop prone and move through the doorway.



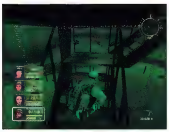
Sidestep around this rock...



...then drop prone and continue crawling toward the guard tower.

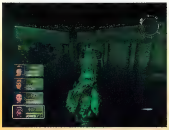
NOTE

An enemy tank is parked in front of the main gate, and its three-man crew stands just behind it. At any threatening sound, the crew will run for the tank. Avoid alarms and any unnecessary sound, or else you'll have to deal with an active tank.



At the base of the steps leading up into the guard tower, change to crouch position and slowly make your way up.

Once inside, face the guard and switch to your combat knife.



While still crouched, creep up on the guard.

Stand up and knife him for a silent kill.

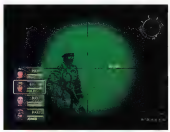
Now switch to Bradley and cautiously approach the guard tower. Drop prone to avoid being detected.

Take up a position next to the guard tower facing east. Wait for a patrolling guard to move into your sights.

Switch to aim mode and drop him as soon as he stops.

Now switch to Foley and cautiously approach Bradley's position next to the guard tower.

Face these two hills to the east and aim between them. Wait for another patrolling guard to pass by.



As he moves into your sights, drop him.

Now move up into the guard tower.

Look for another guard patrolling to the northeast. You must stand to pull off this shot.

As the guard moves away, settle your crosshairs on his back and fire. Now it's time to deal with the tank crew.

Switch to Jones and quietly descend the guard tower's stairs.

As you near the wall, drop prone and crawl forward. From this position Bradley can prevent any of the crew members from hitting the alarm switch on the wall to the west.

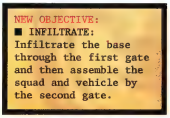
Drop prone and crawl over to the south so you have a good view of the tank crew.

Switch the Foley back in the guard tower. Change to the PK light machine gun and exit the guard tower.

Now switch to Bradley. Sidestep toward the main gate while facing the crew's position.

Take up a position next to Jones.Switch to aim mode and center your sights on the guard to the south. Bradley and Jones are less likely to hit this crew member.

When you're ready, order the squad to open fire. Meanwhile, open up with the PK light machine gun and rake it across the scrambling crew. They won't know what him them.


NEW OBJECTIVE:
INFILTRATE:
Infiltrate the base through the first gate and then assemble the squad and vehicle by the second gate.

Switch to Bradley and move along the main gate's wall toward the open doorway.

Inside, activate this switch to open the gate.

Switch to Connors (back in the tunnel) and jump in the 4x4 jeep's driver position.

Drive the 4x4 jeep past the burned-out BMP and through the first gate.

Wind your way along the crooked road heading south...

...then turn north toward the base's main gate.

Drive through the open gate and order the squad to fall in. As soon as the squad has joined up inside the facility's walls, the mission will end.

COMMUNICATIONS BREAKDOWN

LOCATION: Victor-Two, Northern Iraq
DATE: February 18, 1991

MISSION ORDERS: Infiltrate the Iraqi base and destroy the radar facility's mainframe and two antennas. Locate and destroy the base's fuel dump as well before escaping through the main entrance.

AVAILABLE SUPPORT: HMMW-V
INITIAL OBJECTIVES:

- **MAINFRAME:** Locate the radar facility's main control room. This room is the nerve center for the entire communications network in northern Iraq. To cause the maximum damage, plant a charge on the mainframe housing.
- **ANTENNA:** To ensure complete communication breakdown, plant C4 on the two large antennas on top of the radar facility.
- **FUEL DUMP:** Locate the base's fuel dump. Once located, plant C4 on each central reservoir. Once clear, detonate the charge to destroy the dump.
- **PROTECT:** Ensure that the squadron vehicle survives. This is your only means of escape!
- **STANDING ORDERS:** Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16 silenced (32/640)
P228 (13/130)
Flare gun (4)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

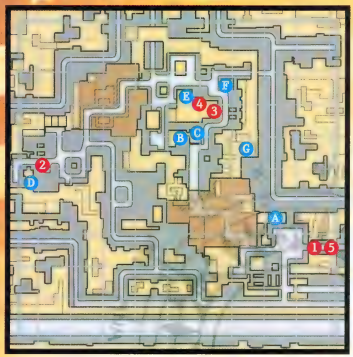
L96A1 (10/150)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M60E3 (100/1,000)
P228 (13/130)
Combat knife
LAW 66 (1/4)
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
870 combat shotgun (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (8)
Antitank mine (1)
C4 detonator
Night-vision goggles
Spanner
Medi-Kit (6)



MAP KEY

OBJECTIVES:

1–Start
2–Fuel dump
3–Antenna
4–Mainframe
5–Exit

WEAPONS & EQUIPMENT:

A–RPG-7 (2)
B–AK-47 (1), AK-47 ammo (4), M67 frag grenade (3)
C–SA-7 (2)
D–RPG-7 (1), AKSU-74 (1), AKSU-74 ammo (3), SVD Dragunov (1), SVD Dragunov ammo (2), Medi-Kit (2)
E–PK light machine gun (1), PK light machine gun ammo (3)
F–AK-47 Ammo (4)
G–Medi-Kit (2)

You begin the mission outside the base's second gate. As the gate opens, order your squad to open fire–your stealthy approach has been compromised.

Activate your night-vision goggles and turn north. Fire on the soldier who moves out of this door on the catwalk above.

Now move to a position where you can see another soldier to the south.

Quickly switch to Foley and move him into the 4x4 jeep's machine gun position.

Hop in the 4x4 jeep's driver position and adjust the vehicle's direction so it has a good view of the guard outpost to the west. Connors can now engage the outpost with the 4x4 jeep's machine gun.

Switch back to Bradley and wait for Jones and Foley to clear the area to the west. When the shooting subsides, move out of the second gate and veer right. Connors follows.

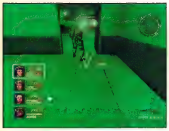
Get out of the 4x4 jeep and aim toward the southwest.

Head for the building to the southwest. About this time, a truck full of troops appears down the road to the southwest. Don't worry, Foley and Jones can handle them.

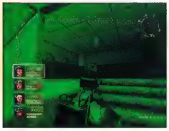
Switch to Jones and get behind the 4x4 jeep's grenade launcher.

Continue moving to the open doorway.

Switch back to Bradley and order Connors to fall in.

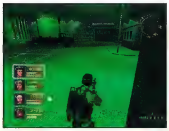


After you enter, order Connors to cover the doorway.



Go upstairs and look for a soldier with an RPG standing in front of the window. Drop him with a quick burst before he notices you.

Move to the southwest corner of the room and pick up the two RPGs.



Return downstairs and exit through the doorway. Order Connors to fall in.

Move south and stop just short of the corner. Take a knee and engage any troops moving into view from the west.

Once things settle down to the west, switch to Jones and move from the grenade launcher to the 4x4 jeep's driver seat.

Drive west and stop next to Bradley and Connors.

Move back to the grenade launcher and order Bradley and Connors to fall in.

Switch to whoever jumps in the driver seat (Bradley or Connors) and drive down the road leading west.

Carefully turn in to the large structure to the north.

Weave around the sharp corners inside. Make wide turns so Foley and Jones can engage troops lurking around the corners.

Inch down the ramp leading into this large open area. Face the 4x4 jeep toward the partially open doors to the northwest.

While Foley and Jones engage a rush of troops, switch to Bradley and get out of the 4x4 jeep. Once the shooting dies down, rush toward the hallway to the west. Don't stop in front of the doors to the north; a BMP is down the street.

When you make it to the hallway, order Connors to fall in. Provide cover while he moves to your position.

While Connors follows, continue around the network of hallways. Sidestep around the corners and scan for enemy troops.

When you get to this intersection, order Connors to hold.

Move toward the door ahead and hit the nearby switch to open it.

TIP

Before continuing, make sure Connors is facing the doorway to the north.

Once the door is open, drop prone and crawl through. Turn right and make your way to the corner. Stay against the wall to the north to avoid being targeted by the machine gunners in the outpost to the east.

When your sights are properly lined up, fire the rocket to destroy the BMP. Don't pat yourself on the back yet; another BMP rolls into position to the north.

Before you get to the top of the stairs, crouch and face north. Back up the stairs and stop to spot the BMP down the street to the north.

Switch to aim mode and fine tune your aim, then fire.

A direct hit turns the BMP into smoldering wreck. Crouch again to avoid retaliatory fire from the troops below.

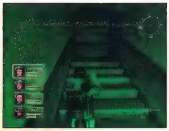
When you reach the corner, equip an RPG-7.

Stand up and run back inside the building to the south.

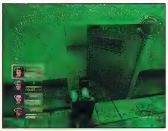
When you find the BMP, stand up and aim the RPG in its direction.

Run back down toward the 4x4 jeep, but stop in this hallway next to the door.

Roll out to the east and find the BMP in the street to the north. Don't expose yourself to the turret. Just target the front of the vehicle.



Approach Connors' position in the hallway and turn left to climb the stairs.

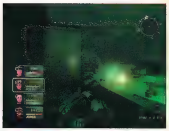


Face the door and open it.

Switch to aim mode to get a better view of the target.

Move to the eastern side of the room and hit this switch. This opens the partially closed doors, allowing the 4x4 jeep to pass.

Now run back to the 4x4 jeep and switch positions with Foley behind the 4x4 jeep's machine gun.



Now switch back to Foley and continue moving up the stairs. Face north and look for a sniper on the radar facility's roof.

Once Bradley is behind the machine gun, switch to Foley. Run toward Connors's position in the hallway.

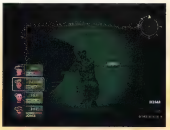
Zoom in on his position and fire as soon as you line up your sights.

Advance past Connors and move partially up the stairs.

Sidestep right and find another sniper on the same roof. Drop him too.

Switch to Connors and move out the door to the north. Turn east and open fire on any visible enemy troops. Fire a few rounds into the guard outpost too.

Now drop prone and roll right.



Change to a crouched position and pick off any troops on the ground. If Connors hasn't silenced the guard outpost yet, target any soldiers manning the machine guns.

Now switch to Jones and exit the 4X4 Jeep. Move toward the large doors to the south and equip an anti-tank mine.

Place the mine in front of the door and return to the 4X4 Jeep–this mine will take out a tank when it's time to make your escape.

Switch to Bradley. Move from the machine gun position to the driver position in the 4x4 jeep.

Drive through the open doors to the north and cautiously drive outside.

Once the shooting subsides, order your squad to fall in. Connors and Foley move to the 4x4 jeep and get in.

Drive north slowly and stop at this corner. Order the squad to hold.

Get out of the 4x4 jeep and move toward the building (with the steps) to the west.

Pick up the two SA-7 antiaircraft missiles.

Return outside and move toward the 4x4 jeep. Order Foley to fall in.

Zoom in for a better view and drop him.

Move down the street to the north and take a knee while aiming toward the guard outpost just around the corner. Sidestep to the left so you're not exposed to its spotlights or machine guns.

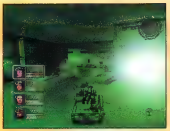
Now turn your attention to the guards to the west; they're probably firing at you by now. Bradley helps engage them as they move into his sights.

Now switch to Foley and edge around the two small structures to the east. Sidestep to the right until you can see the guard outpost.

As the shooting subsides, switch to Bradley and move back to the 4x4 jeep. Hop in the driver's seat.

Switch to the scope view and target the machine gunner facing south.

Drive toward the guard outpost. Jones and Connors clear out any stragglers. Now order Foley to regroup. He'll hop in the 4x4 jeep.



Ignore the radar facility for now and continue north past the guard outpost.

Stop at this corner and switch to Jones. Get out of the 4x4 jeep.

Move through the narrow alley and prepare to swing the 4x4 jeep south, facing another guard outpost.

Equip a smoke grenade and approach the corner to the south.

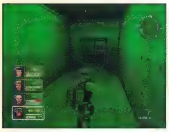
Hold this position and allow Connors and Jones to clear the area ahead. Be sure to target the guard outpost.

Toss the grenade toward the barrels on the opposite wall to the south, just to the right of the doorway. The resulting smoke screen will blind the two machine-gun positions to the west.

When the troops stop appearing around the corner, drive forward and turn west.

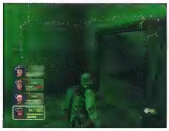
Now race across the road toward the doorway.

Drive through the open doors ahead and prepare to turn left.



Run through the empty hallway and follow it around to the next doorway. Equip another smoke grenade.

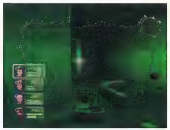
Sidestep to the right until you can see one of the machine gunners through the doorway.



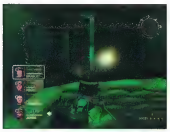
Toss the grenade through the doorway toward the machine-gun positions. Wait for the smoke cloud to expand, then equip the MP-5SD.

Once the machine-gun positions are blind, sidestep right into the middle of the street. Then run forward to the west, right through the smoke. When you emerge from the smoke, turn around and open fire on the two clueless gunners.

Switch to Bradley and drive toward Jones's position.



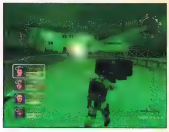
Turn left and position the 4x4 jeep between the sandbags and the wall. From this position, the 4x4 jeep's machine gun can engage the guard outpost through the partially open door to the south.



Get out of the 4x4 jeep and order Jones and Connors to fall in.

Switch to Foley and move him into the 4x4 jeep's machine gun position. From here he can provide cover while the rest of the squad assists Jones with placing the charges on the fuel dump reservoirs.

Take control of Bradley and wait for a break in Foley's automatic fire. Approach the doorway and engage any troops to the southwest.



When it's clear, make a break for the crates to the southwest.

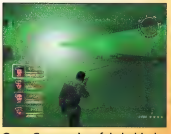
Take a knee and face south. Most of the enemy troops attack from the west. Hit them as they round the corner ahead.

Give the squad a hold order, then switch to Jones and Connors to make sure they have assumed good firing positions.

Stay with Connors and equip a smoke grenade. Sidestep to the south and face west. A tank is on the other side of the fuel reservoir.

Toss a couple of smoke grenades over the fuel reservoir toward the tank.

Equip the M60 and make a break for the guard outpost. Sidestep out into the open (facing west) and head for the eastern side of the outpost.



Once Connors is safely behind cover, switch to Bradley and move to the same position.

Take up a position along the north side of the guard outpost, facing west. From here Bradley can provide cover while staying out of the tank's line of sight.

Switch to aim mode and fire. The first rocket probably won't take it out, so roll left, back behind cover.

Switch back to Connors and equip a LAW 66. Drop prone.

When another LAW is ready, roll out and fire again. Expect to fire two or three rockets before the tank is eventually destroyed.

While facing west, roll right, out into the open. Quickly aim the LAW at the tank.

Once the tank is in flames, equip the M60. Circle around Bradley's position and head west.

TIP

Try to watch the movements of the tank's turret. When it's facing away from your position, roll out into the open. This will buy you more time while aiming.

Approach the burned-out tank and keep an eye on the doorway to the southwest. Take a knee and hold this position. Fire on the enemy troops as they pass through the doorway.

Now switch to Bradley and move around the opposite side of the fuel reservoir toward the doorway Connors is covering.

When you get a good angle on the doorway, drop to a knee and aim as shown.

With the area secured, switch to Jones and head for the first set of fuel reservoirs to the west. Move between them and equip a C4 charge.

Plant a charge next to each set of fuel reservoirs.

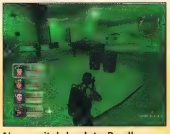
Now move toward Connors's position to the south.

Before Jones plants the next charge, switch to Foley and exit the 4X4 Jeep. Man one of the two nearby machineguns facing east. From here Foley can cover any attempts at a counterattack.

Switch back to Jones and plant a third charge next to the last fuel reservoir.

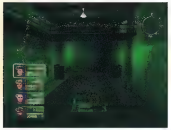
TIP

If you need more weapons and ammo, check out the building to the west after placing the charges.



Now switch back to Bradley and order Jones and Connors to fall in.

Move back to the 4x4 jeep.



Jump in the driver position; Connors and Jones follow suit. Order Foley to fall in. Reverse the 4x4 jeep and return the way you entered to the east.

Cruise along the road and find your way back to the radar facility. You should face minimal resistance.

Park the 4x4 jeep outside the front entrance of the radar facility and get out.

Switch to Connors. Order the squad to fall in and approach the double doors to the west.

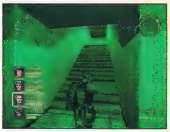
Open the door and aim toward the open doorway to the left. Crouch and move inside.

Sidestep right until you can spot the guard inside this room. Drop him with an auto burst.

The sound of your weapon alerts more troops to investigate. Cautiously approach the next corner and open fire on any troops who move into your sights.

Continue south into the next room. Watch the adjacent hallway to the east and drop any soldiers that approach.

When it's clear, move through the hallway.



Sidestep right around the next corner and engage troops in the closet at the end of the hall.

TIP

If Connors is low on ammo, pick up the PK light machine gun and ammo inside the closet.

Follow the hallway around to this staircase and move to the top.

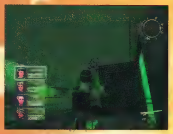
Face the door at the top of the stairs and open it. This leads to the mainframe room.

Enter the mainframe room and turn right. Drop the guard to the north.

Then turn left, facing west, and wait for another guard to emerge from behind the mainframe. Unload a few rounds into him. The radar facility is now secure.

Switch to Bradley and approach the door on the north side of the room. Equip one of the SA-7 antiaircraft missiles you picked up earlier.

Open the door, step outside, take a knee, and face northeast.



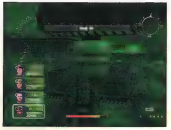
Wait for an MI-24 to come into view.

Plant a charge next to the first antenna dish to the south.

Quickly switch to aim mode and track the gunship with gradual movements.

Climb the short flight of stairs to reach the second dish.

When the gunship enters a slight hover, fire at its underside to knock it out of the sky.



Plant a charge at the base.

Now switch to Jones and get busy placing charges. Run outside and head for the antennas.

Now return back to the mainframe room.

Place another charge right next to the mainframe.

With all the charges placed, switch back to Bradley and order the squad to fall in.

Race through the radar facility's halls and make your way to the entrance.

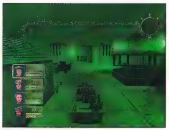
NEW OBJECTIVE:
■ EXIT: Satellite imagery has spotted several units of mechanized military closing in on your position. Escape back to the main entrance before you are captured.

TIP

Don't detonate the charges until you're at the base's main gate. Otherwise, you'll face heavy resistance on your way out.

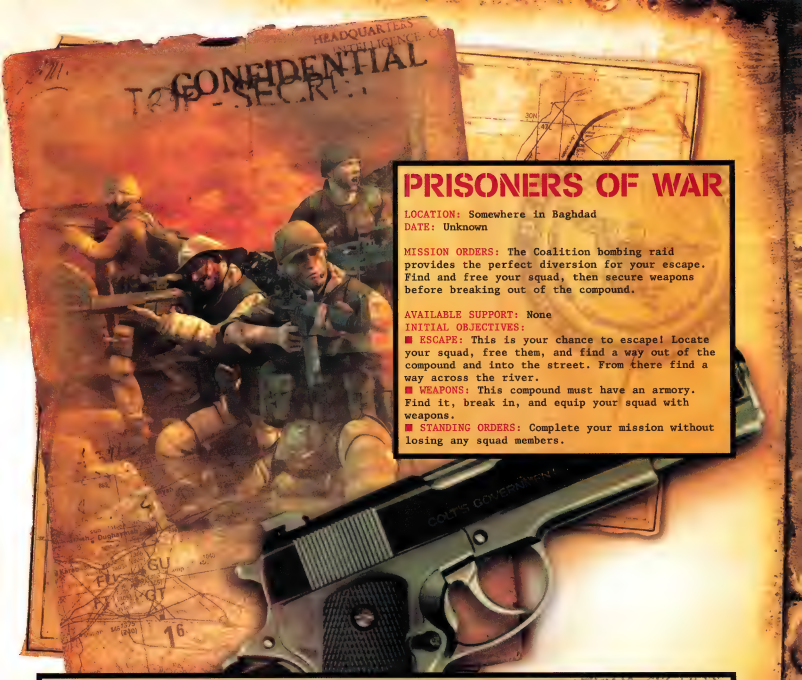
Jump in the 4x4 jeep and start driving toward the base's entrance.

Weave your way around the burned-out BMPs and past the now vacant guard outposts. By now the tank attempting to stop your escape has hit Jones' mine, clearing the path to the base's entrance.



Race toward the base's main gate where you started the mission.

Once inside the base's second gate, switch to Jones and get out of the 4x4 jeep. Select the C4 detonator and set off the charges one by one to complete the mission's objectives.



PRISONERS OF WAR

LOCATION: Somewhere in Baghdad
DATE: Unknown

MISSION ORDERS: The Coalition bombing raid provides the perfect diversion for your escape. Find and free your squad, then secure weapons before breaking out of the compound.

AVAILABLE SUPPORT: None
INITIAL OBJECTIVES:
- ESCAPE: This is your chance to escape! Locate your squad, free them, and find a way out of the compound and into the street. From there find a way across the river.
- WEAPONS: This compound must have an armory. Find it, break in, and equip your squad with weapons.
- STANDING ORDERS: Complete your mission without losing any squad members.

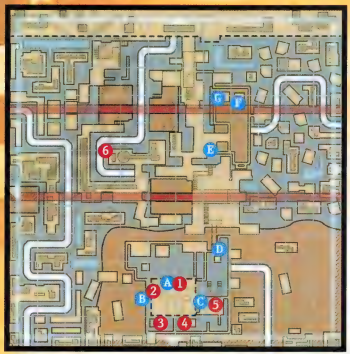
WEAPONS & EQUIPMENT

BRADLEY
Combat knife

FOLEY
None

CONNORS
None

JONES
None



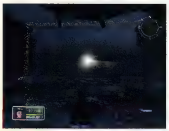
MAP KEY

OBJECTIVES:

1–Start
2–Weapons
3–Foley's Cell
4–Jones' Cell
5–Connors' Cell
6–Jeep

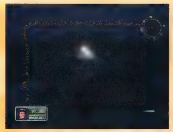
WEAPONS & EQUIPMENT:

A–P228 (1), P228 ammo (1), flare gun (1), phosphorus grenade (1)
B–Medi-Kit (1), Makarov (1), Makarov ammo (2), M18 smoke grenade (3), M67 frag grenade (2), SVD Dragunov (1), Dragunov ammo (1)
C–AKSU-74 (1), AKSU-74 ammo (5), Medi-Kit (1)
D–AK-47 (1), AK-47 ammo (5), RPG-7 (3)
E–PK light machine gun (1), PK light machine gun ammo (3), M18 smoke grenade (5)
F–AK-47 (1), AK-47 ammo (3), AKSU-74 (1), AKSU-74 ammo (4), M67 frag grenade (4), Medi-Kit (2)
G–RPG-7 (1)



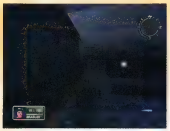
You begin with a knife in your hand on the floor of an upper-level interrogation room. Stand up and turn left.

Run to the table in the northwest corner and pick up the flare gun and your silenced P228. A phosphorus grenade is on the table.



Move back to the hole in the wall and look for the guard tower's spotlight to the north.

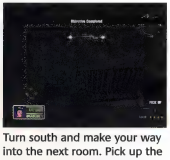
Switch to aim mode and drop both guards with several quick shots from the pistol. To avoid return fire, hit them while their backs are turned.



Step out to the north and drop to the ledge below before the spotlight pans toward your position.

When both guards are down, run into the now open doorway.

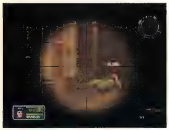
Turn west and drop to the ground. Run along the wall and take the first left. Run past the door and move into the southeast corner.



Turn south and make your way into the next room. Pick up the Dragunov sniper rifle from the gun rack, then turn around to face the door you entered.

Equip the P228 and get ready for two guards to move out the door to the right.

Take a knee and drop the first guard who enters.



Switch to the scope to get a better view of the incoming guards. Two more guards pass through in an attempt to stop you.

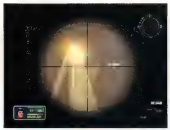
TIP

It may take a while for the third guard to move through the doorway. Continue covering the doorway until he shows up. Don't bother with head shots. Instead, aim for the torso.

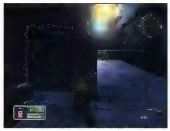
When the third guard is down, turn to the table and load up on weapons, ammo, grenades, and Medi-Kits. If needed, use one of the Medi-Kits now.

Now drop prone and crawl through the doorway to the west.

Turn south and aim toward the guard tower.



Switch to the scope view and zoom in to get a good view of the guard manning the machine gun and spotlight. Aim for his torso and squeeze off a shot.



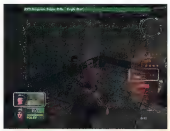
When the guard in the tower is down, stand up and run down the short flight of stairs ahead, then duck left into this alcove as a soldier moves around the corner.

Take a knee and bring up the scope. Sidestep around the corner to line up your sights, then take down the guard before he spots you.

Run toward the guard's body and turn left to spot a door.

Open the door and move inside. Foley is jailed in the next room.

Move into the next room to find Foley behind bars. Hit the switch on the eastern wall to open his cell.



Enter the cell and hand over the Dragunov to Foley. Give him a few Medi-Kits too.

Approach the door across from Foley's cell and equip the P228.

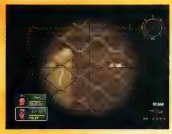
Now exit the door to the north and drop prone. Face south and roll left around the corner.

Crawl south. There's another guard at the bottom of the stairs below.

Switch to aim mode and continue crawling forward. Wait until you get a clear shot, then drop the guard with a few quick shots to his chest.

Now switch to Foley and quietly move down the stairs to the south. At the bottom of the stairs, face the archway to the east and drop prone.

Roll to the right so you're aiming through the archway. Bring up the scope view to spot the guard at the top of the stairs to the east.



Zoom in on the guard and fire at him through the chain-link fence. Try to hit him in the upper torso.

Zoom in and take him down with a head shot.

Order Bradley to fall in and move through the door to the left.

Crouch and move up the stairs. Stop short of the top and aim toward the doorway to the north. Drop another guard who moves into view.

Pass through the rooms until you come to another cell. Jones is inside. Hit the switch on the western wall to free him.

Now aim toward the guard tower to the east.

Switch to Bradley and give Jones the Makarov pistol and a couple of grenades.

Now switch back to Foley and order the squad to fall in. Exit through the doorway to the north.

Turn right and move east toward the now vacant guard tower.

Round the next corner to the west and approach the open door.

Crouch and sidestep through the doorway facing south. Take out the guard who moves into view.

Stand up and follow the corridor around to the west.

Open the door at the end of the hall to the right.

Move into the next room to find Connors behind bars. Hit the switch on the north wall to open his cell.

Switch to Foley and give the squad a hold order. Then creep out the door to the west while facing north.

Hold at this corner and wait for a guard to move into your sights. Shoot him before he has a chance to respond.

As soon as you fire, a group of three troops appear to the north. Take them down quickly.

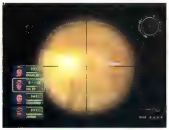
Move forward and face northeast. Spot a large flammable tank and take aim.

Then sidestep north while facing east to bring the next tower into view.

Continue past the two vacant guard towers and toward the lit doorway in the northeast corner.

Switch to Connors, then to Bradley, having each pick up an RPG from the rack.

One bullet is enough to make this tank explode, taking a few nearby troops out.



Quickly bring up the scope and drop the guard before he has a chance to swing the spotlight and machine gun in your direction. This should clear the area.

Enter the doorway and turn left, facing the steps leading down to the west.

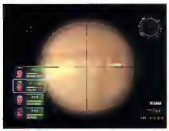
Now switch back to Jones and order the squad to fall in. Move down the steps to the west and round the corner to the right.

Continue sidestepping left while aiming to the northeast. Drop any troops who come into view.

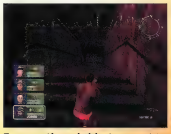
Now switch to Bradley and order the squad to fall in. Begin crossing the open area to the north.

Switch to Jones and pick up the AK-47 and ammo along the eastern wall. While you're at it, pick up one of the RPGs. Equip the AK-47.

Continue to the north, then around the next corner to the west. Stop short of the steps leading north and drop to a crouch.



Once the ground is clear, turn to the guard towers. Target the northernmost tower first and drop the guard with a head shot.



Face north and sidestep west to spot troop activity in the tunnel ahead. Don't advance up the steps; you'll need them for cover.

Switch to aim mode and pick off soldiers as they come into view.

Move north to a stash of weapons, ammo, and smoke grenades. Pick up three smoke grenades.

Wait for the activity to subside, then cautiously move up the steps to the north. Be prepared to take out more troops as you approach the intersection.

Switch to Connors and pick up the PK light machinegun, ammo, and the remaining smoke grenades. Equip the PK.

Turn right at the intersection, then find this catwalk crossing north.

Now move to a position covering the passage to the northeast.

Work your way through the remainder of the tunnel system until you move up a set of stairs leading outside.

Individually position Bradley and Foley so they're aiming in the same direction.

Switch back to Jones and give the squad an order to open fire. Now cautiously move to the opening to the northeast. Sidestep right, exposing yourself to the troops to the north. Quickly sidestep left, back behind cover.

When the only opposition remaining is the lone machine gun to the north, equip a smoke grenade and approach the opening.

Move back to the squad's position and aim toward the opening. Wait for the pursuing troops to move around the corner, then help your squad mow them down.

Prepare to throw the smoke grenade, then sidestep right and toss it toward the machine gun's position to the north. Immediately sidestep left to dodge any incoming rounds.

Switch to Foley to get a better view through the Dragunov's scope and help the squad neutralize the incoming troops.

With another grenade ready, sidestep back into the opening and toss this one just to the right of the machine gun's position. This provides adequate cover as you move flank the machine gun.

As the action dies down, switch back to Jones and approach the opening to try to lure more troops into your squad's ambush.

Equip the AK-47 and run to the northeast. Find a trench and run along it to the north. As you pass through the smoke, keep running before the machine gun can track you. About this time, a tank breaks through a wall to the west.

Continue along the eastern side of the building housing the machine gun. Go through this entrance.

Drop prone and follow the hall south until you get a good view of the machine gunner's back. Hit him with a quick burst from your AK.

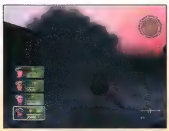
Stay prone to avoid being seen by the tank outside. Now head back out the door you entered.

Once outside, stand up and move west. It's time to flank that tank.

Pass the alley to the left and continue moving west. You'll eventually see an RPG-7 in an open door to your left. Take it if you don't already have one.

Round the corner facing south and sidestep to the right. You should be able to see the side and rear portion of the tank. Hitting the tank from this position won't do enough damage to knock it out–you'll have to hit it from the rear.

Equip your last smoke grenade and toss it toward the tank. This will provide cover, allowing you to maneuver behind the tank.



Quickly equip the RPG. Sidestep south while facing east and work your way around the smoke screen to the tank's rear armor.

When you're in position, quickly raise the RPG and place the crosshairs on the back of the tank. There's no need to switch in to aim mode at this range.

Back up as far as you can and fire to destroy the tank.

Return to the building where the machine gunner was positioned and order the squad to fall in.

As they move to your position, pick up the AK-47 ammo on the nearby table. Pick up one of the Medi-Kits too.

Now switch to Bradley and pick up the AKSU-74 ammo.

Finally, switch to Connors and pick up the last Medi-Kit and the frag grenades.

Order the squad to fall in and move back to the area where Jones destroyed the tank.

Find these double doors and open them. Be ready to take out a soldier on the other side.

Round the corner and move down the stairs. Fire on enemy troops as you move.

Ignore the side rooms and move through the halls, clearing the way with automatic fire.

As you move into the street you'll notice a tank to the south, behind a few barricades in the street. Turn southwest and cross the street. Whatever you do, don't stop moving.

Open these double doors and make your way into the street to the west.

Once across the street, run west along the river and look for an opening in the low concrete wall to your left.

TIP

Before leaving the building, take the time to heal your squad. The area ahead will be easier if everyone is at full health.

NEW OBJECTIVE:
■ JEEP: There is a GAZ jeep on the other side of the bridge. use it to escape.

At the earliest opportunity, turn south into the dry riverbed and move toward the staircase on the opposite side. You're now safe from the tank, but there are still plenty of infantry to deal with.

At the top of the stairs, drop prone and equip a smoke grenade. Throw it toward the tank. For better coverage, throw a few more smoke grenades if you have them.

When you reach the stone wall to the south, turn left and aim up the staircase. Backpedal up a small hill to get a better view. From here Connors and the squad can engage enemy troops moving from the south.

As the smoke dispenses, equip the AKSU-74, stand up, and order the squad to fall in while backpedaling west toward the GAZ. If the smoke screen starts thinning, throw another smoke grenade at the tank.

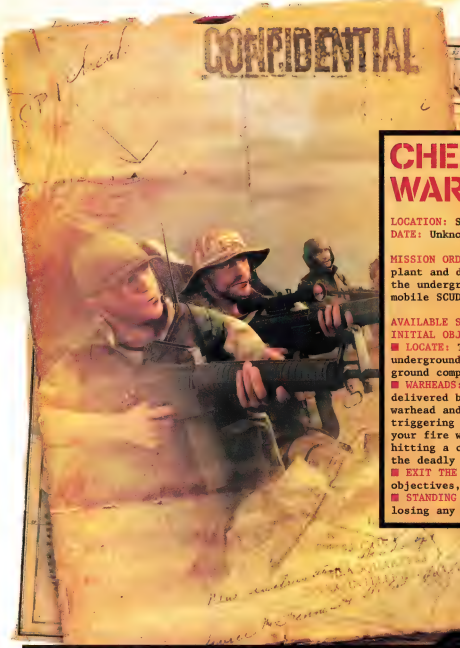
Switch to Bradley and order the squad to hold. Cautiously approach the staircase and help the squad drop enemy troops as they come into view.

TIP

If you want, you can circle behind the tank and destroy it with an RPG. But as long as it's enveloped in smoke, this isn't necessary. However, it may look nice on the mission's stats.

Wait for the action to die down, then move up the stairs while crouching.

Turn around and make a break for the GAZ. Round the corner and wait for the squad to catch up. The mission ends as soon as the whole squad gathers next to the jeep.



CHEMICAL WARFARE

LOCATION: Somewhere in Iraq
DATE: Unknown

MISSION ORDERS: Infiltrate the chemical weapons plant and disarm the SCUD warheads. While inside the underground facility, locate and destroy any mobile SCUD launchers.

AVAILABLE SUPPORT: None
INITIAL OBJECTIVES:

- **LOCATE:** The warheads are located somewhere underground. Locate the entrance to the underground complex.
- **WARHEADS:** The chemical attack is to be delivered by SS-1 SCUD-B rockets. Find each warhead and neutralize it by disabling its triggering mechanism. Caution! You must watch your fire within the plant. Just one stray round hitting a chemical tank or warhead will release the deadly Sarin nerve agent.
- **EXIT THE BASE:** When you have completed your objectives, exit the base.
- **STANDING ORDERS:** Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

AK-47 (30/600)
Makarov (8/80)
Combat knife
M18 smoke grenade (4)
Phosphorus grenade (2)
M67 frag grenade (4)
Binoculars
Medi-Kit (6)

FOLEY

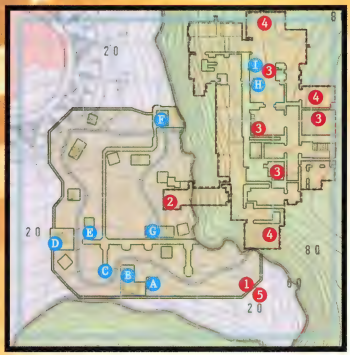
SVD Dragunov (10/150)
Makarov (8/80)
Combat knife
M18 smoke grenade (4)
Phosphorus grenade (2)
M67 frag grenade (4)
Medi-Kit (6)

CONNORS

PK Light machine gun (100/1,000)
Makarov (8/80
Combat knife
RPG-7 (1/1)
M18 smoke grenade (4)
Phosphorus grenade (2)
M67 frag grenade (4)
Medi-Kit (6)

JONES

AKSU-74 silenced (30/600)
Makarov (8/80)
Combat knife
Antitank mine (1)
M18 smoke grenade (4)
Phosphorus grenade (2)
M67 frag grenade (4)
Medi-Kit (6)



MAP KEY

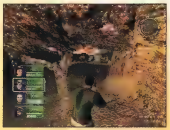
OBJECTIVES:

1–Start
2–Locate (entrance)
3–Warheads
4–SCUD
5–Exit the base

WEAPONS & EQUIPMENT:

A–Medi-Kit (1)
B–C4 charge (3), C4 detonator (1)
C–RPK-74 (1), RPK-74 ammo (4)
D–RPK-74 (1), RPK-74 ammo (3), PK Light machine gun (1), PK Light machine gun ammo (2), M67 frag grenade (4), phosphorus grenade (4)
E–RPG-7 (3), Medi-Kit (2)
F–AKSU-74 (1), AKSU-74 ammo (4), AK-74 (2), AK-74 ammo (10), RPK-74 (1), RPK-74 ammo (5), SVD Dragunov (1), Dragunov ammo (4), RPG-7 (2), M67 Frag Grenade (4), C4 Charge (4), Medi-Kit (2)
G–RPG-7 (2), Medi-Kit (3)
H–RPG-7 (2)
I–AK-74 (1), AK-74 ammo (4)

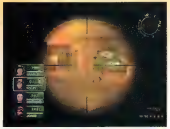
You begin outside the chemical plant. You must find a way inside the complex's walls, then gain entrance into the plant itself. But first you must clear a path.



Switch to Foley and sidestep around the rock to the west and take a crouched position under this tree.

With Foley in place, switch to Jones and look for a lone guard patrolling to the north. Drop him with a quick auto burst from the silenced AKSU-74.

As things calm down, creep west while keeping an eye on that northwest corner. Switch back to the scope as more troops come into view.



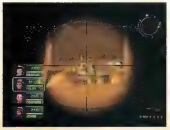
Now switch back to Foley and find another guard patrolling to the northwest. Take him down while he's walking away.

Continue inching west, toward the machine gun nest. As you get closer, drop prone.

TIP

It's critical to take out the two guards patrolling close to your starting position quickly. If the alarm is raised and they're still patrolling, they can lob grenades at your position.

Move into a position to get a good shot on the gunner. You may have to change to a crouching position to see over the brush. Take him down with a head shot, but make sure he's down before moving any closer.



Continue facing northwest and engage the incoming waves of troops at long range. Stay crouched; they won't be able to exchange accurate fire at this distance.

With the machine gunner down, stand up and run toward the door to the northwest.

Drop to a crouch and engage more troops to the west.

Round the corner and run north through the smoke.

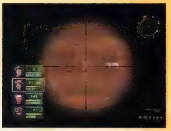
When you reach the rock, continue firing on troops to the west and order the squad to fall in.

Quickly switch to Foley, move to the southern room, and aim out the window.

Switch to Bradley and order Jones and Connors to fall in. Move toward Foley's position and give the squad orders to fire at will.

Once you emerge from the smoke, run along the side of the machine gun nest. Crouch beside it and drop the gunner inside.

With the squad in tow, run toward the barracks building to the southwest.

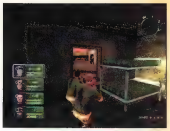


Find another machine gun nest to the northwest and drop the gunner. Then turn to the door to north and drop troops as they emerge.

When you reach Foley, order the squad to hold. Now equip a smoke grenade.

Quickly move into the machine gun nest and face west to help engage more enemy troops.

Inside the barracks, turn right and take up a crouched position in front of this window on the western wall.



Switch to Bradley and move to Foley's position to help him engage enemies.

Sidestep around the corner, facing north, and toss a smoke grenade toward the machine gun nest.

Now switch to Connors and move to the west toward a rock just west of Bradley's position. Open fire on enemy troops to the west as you move.

Now switch to Jones and pick up the C4 charges and detonator on the table near the barracks' door.

Exit the small room and move northwest behind this rock. Order the squad to fall in. Troops are inside the building to the northwest

Exit the barracks and round the corner to the southwest.

When the squad gathers, order them to hold and equip a smoke grenade.

Cautiously approach the doorway to the northwest. Sidestep and aim into the doorway to make sure the small room is clear.

Run toward the building and toss a smoke grenade right in front of the windows.

When it's clear, move inside and pick up the RPK-74 and ammo.

Rush to the building's door in the western corner and equip a C4 charge. You must blow the door open.

Once you're a safe distance away, blow the door. The explosion takes out a few troops inside, but be ready for more to show up.

Place the charge in front of the door while the smoke screen is still in place.

Order the squad to fall in while aiming toward the doorway. Drop any troops who move into your sights.

Backpedal south and move in behind the machine gun nest. Equip the C4 detonator.

Cautiously approach the doorway and drop any troops inside.

Fight your way inside and move through the adjacent halls. Ignore the room full of supplies and clear the whole building.

Move back into the supply room and pick up the RPK-74 ammo and a few grenades.

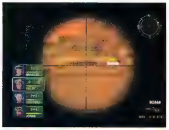
Switch to Connors and pick up the PK ammo. Split the remaining grenades among the squad.

Now switch to Foley and move down the adjacent hall toward the steel door.

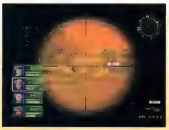
Align Foley to the left side of the door and open it.

Sidestep to the right until you see a soldier to the east. Pull up the scope and drop him.

Quickly face north and sidestep to the right. Look for the closest machine gun nest.



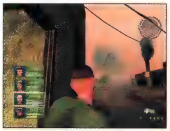
Bring up the scope and drop the gunner.



Find the other machine gun nest to the far north and zoom in for a head shot.

About this time a tank rounds the corner right in your sights. Pick off the machine gunner in the turret. Duck in and out of the doorway to pick off the troops to the north. Stay out of sight from the tank, which has now moved in behind the nearby machine gun nest.

When the area is free of infantry, back away from the doorway and switch to Connors. Equip a smoke grenade and approach the doorway.

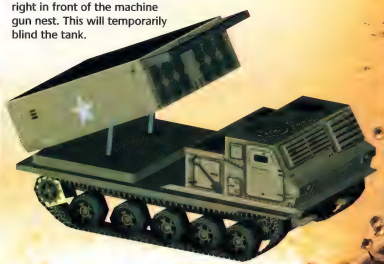


Sidestep out of the doorway and throw the grenade north, right in front of the machine gun nest. This will temporarily blind the tank.

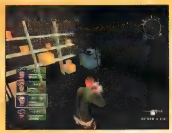
Equip the PK and move into the smoke.

When you're in the smoke, drop prone and continue crawling north. Use the machine gun nest for cover and equip another smoke grenade.

Toss the next smoke grenade directly at the tank. If thrown properly, it should completely envelop the tank in a cloud of smoke.



Stand up and move in behind the tank.



Pick up the RPGs and Medi-Kits inside.

Drop prone behind the tank and equip an RPG. Wait until the smoke begins to clear, then fix your sights on the tank's rear armor.

Move out into the open and order the rest of the squad to fall in. Take time to evenly distribute Medi-Kits to the other guys.

Fire before the tank becomes aware of your presence.

Now move toward the gate to the east. Head for the small steel door to the left and open it.

Once the tank is toast, move back to the open supply shack to the south.

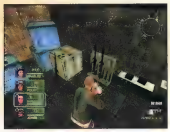
Move through the hallway...

...and and look for this door on the right..

Open the door and drop the guard inside. You have uncovered an armory.

Before picking up the gear, move to the window on the southern wall and take out any soldiers that come into view.

While Connors covers the window, have the other squad members split up the loot.



Save the RPGs for Connors.

Once everyone is stocked up on gear, order the squad to fall in. Exit the building and continue moving south toward the building on the right.

Duck behind the building, move west, and gun down the lone soldier in the distance. This alley will provide adequate cover from the incoming tanks to the south. Give the squad a hold order.

With Jones in place, switch back to Connors and quickly run west toward the smoke-stacks.

Switch to aim mode to fine tune your aim.

At the corner, drop prone and continue moving east, toward the destroyed tank.

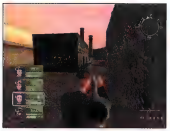
Sidestep to the west while facing south and aim around this corner.

Move around the low brick structure and turn east toward the large stone block. From here you can see the back of one tank.

Then fire. That's one tank down, but there's another to the south, right in front of the plant's main entrance.

Once you're behind the tank, stand up and run to the smoke stack structure to the south.

Switch to Bradley and move up against the building to the south and aim east. Move Foley into a similar position.



Equip an RPG and aim toward the tank's rear armor.

Retrace your steps to the squad and move east.

Move behind the bricks for cover, then turn west to take out any troops who move around the corner.

Now switch to Jones and equip the RPK-74. Drop prone and move next to Connors's position facing south.

When the action dies down, sidestep to the right while facing south. You should be able to see the tank now. Equip an RPG.

When the turret is facing away, sidestep right and switch to aim mode.

Aim for the turret and fire. If you hit the rear armor of the turret, this will take out the tank.

TIP

Wait until the tank's turret rotates away from you. If you can hit the rear armor of the turret, you can take the tank out with one RPG hit. If you miss, you'll have to move under cover of smoke to the next stash of RPGs (G on the map) and try again.

Now hold this position and take out more troops to the south.

Switch to Jones, move him to this corner, and drop prone.

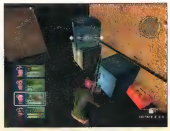
Now switch to Bradley and order Foley to follow. Move just west of Connors's position and drop prone. Open fire on the large group of enemy troops to the southeast.

Switch back to Jones and move him toward the large smokestacks to the south. From here he can assist Bradley and Jones with his RPK-74.

Now switch to Connors and move south toward the destroyed tank. Use the tank for cover while engaging the troops to the southeast.

Switch back to Jones and sidestep south around the smokestack structure while aiming east.

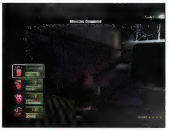
Once it's clear, switch to Bradley and move south to find RPGs and Medi-Kits. Order the squad to fall in.



Have Connors pick up the two RPGs.

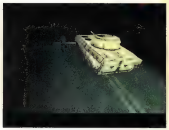
Then have the other squad members pick up a Medi-Kit.

When the squad is well equipped, switch to Bradley and order the men to fall in. Now head for the large entrance to the east. This leads into the underground chemical weapons facility.



Inside, move along the path to the left. You receive notification of achieving your first objective.

Move through the doorway on the left and follow the hall.



As you come to a set of stairs leading down, a cutscene shows a solider getting out of a BMP.

When you regain control, move down the stairs and spot the BMP driver just ahead. Gun him down.

Follow the corridor, past the driver's body, and run toward the vacant BMP. Time for a ride!

Jump in the BMP, and the rest of the squad follows. Drive forward and turn left, facing down the long corridor to the north. Whoever jumped in the gunner's position will automatically engage the enemy troops.

To increase your firepower, switch to Connors and assume a position along the left side of the BMP. If Connors was in the gunner's position, make sure someone replaces him; Foley is a good choice.

For even more firepower, switch to Jones and disembark. Position him along the right side of the BMP.

Hold this position until the activity at the end of the corridor subsides.

When the action dies down, switch to Connors and order Jones to follow.

Cautiously move down the corridor, keeping an eye on the opening to the east. If necessary, stop and take cover among the crates lining the corridor.

Work your way toward the eastern branch and aim up the stairway. Engage any troops who come into sight.

Switch to Bradley and drive the BMP toward Connors's and Jones's position.

At the top of the stairs turn right and aim into the open doorway. Order Bradley and Foley to fall in. You don't need the BMP anymore.

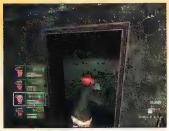
At the eastern opening, turn right and face the stairway. From this position Foley can train the BMP's gun on any troops to the east.

Turn right at the doorway and watch as a couple of scientists flee their laboratory. Don't get too distracted; a group of soldiers is moving toward your position.

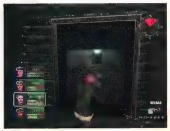
Now switch back to Connors and move up the stairs with Jones following. Foley will provide covering fire with the BMP's gun.

Aim west through the doorway just ahead and fire on the enemy troops. Try to avoid hitting the civilian scientists.

Inch forward while firing through the doorway to the west. Cross the catwalk and approach the doorway.



The carnage pays off as you spot the first chemical warhead in the southwest corner of the room.



Turn right and face the next open doorway. Drop more enemy troops as they try to advance across the catwalk to the north.

Switch to Bradley and move him into a position covering this catwalk. Connors and Bradley will hold off the enemy while Jones disables the warhead.

Switch to Jones and approach the warhead. Move to the back of the warhead and wait for the word "Defuse" to appear in the bottom right of the screen. Get to work.

TIP

Disabling warheads takes several seconds. Make sure the squad provides adequate protection while you perform such an action.

When the first warhead is disabled, switch back to Connors and order the squad to fall in.

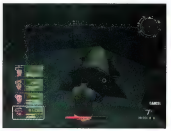
Cross the catwalk to the north, then follow the dark hallway around to the next doorway.

You'll emerge in a large SCUD assembly warehouse. Engage the enemy troops on the ground below.

Switch to Foley and move him to a position near the stairs so he has a clear view of the next corridor to the northeast.

Take control of Connors and lead the rest of the squad down the stairs. Hold near the forklift and ambush enemy troops as they round the corner.

While the rest of the squad holds back the enemy, switch to Jones and approach another warhead in the southwest corner.



Move in behind and disarm it.

Switch back to Connors and continue dropping enemy troops. When things calm down, order the squad to fall in and move into the next room to the north.

NEW OBJECTIVE:

■ SCUD: The warheads are being fitted onto SS-1c SCUD-B rocket stages and then deployed using SCUD-TEL (Transporter, Erector, Launcher) launchers. Locate and destroy

As you get the new objective, turn right and spot a SCUD launcher to the east. Equip an RPG and take aim.

Fire the rocket to destroy the first SCUD launcher. The resulting explosion also takes out a few guards nearby.

TIP

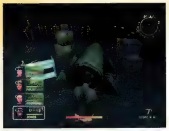
When destroying SCUD launchers, do so from a good distance. The blast radius is very large and can easily injure your squad. When possible, use RPGs and remotely detonated C4 charges. Avoid using grenades.

Quickly switch back to the PK light machine gun and turn toward the doorway to the north. Crouch beside the computers and mow down troops as they pour through the doorway.

Now switch to Bradley and take up a position facing east, where the SCUD launcher was. Have Foley face this direction, too. More troops are inbound.

Step inside and turn right. Take down two more guards to the southwest.

Now switch to Jones. Order Bradley to fall in and move east. Look for the doorway with the red light above to the right. Be ready to drop any troops who move out.



When the area is secure, approach one of the warheads and disable it.

Move through the doorway and continue down the hallway. Sidestep into the next doorway and begin firing at the guard inside.

Find the other warhead and disable it too.

With both warheads disabled, retrace your steps to the main corridor and turn north.

Round the corner to the west until you spot the tail end of another SCUD launcher to the right.

Approach the launcher and equip a C4 charge. There are two SCUD launchers in this area, so plant the charge between them.

Move into the large room and drop the guard before planting the charge. Then move back into the main corridor.

Before leaving this area, equip your antitank mine. As soon as you disable the last warhead, a tank barges in from the large door to the west. Plant the mine right on the yellow line to ensure the tank's destruction.

Now head back to Connors's position to disable the last warhead. Use the C4 detonator to destroy the SCUD launchers once you're around the corner.

Enter the doorway Connors is covering and follow the hallway until you spot a doorway to the right.

Barge into the room and take down the two guards.

When the room is clear, move to the eastern wall and hit the switch. This causes the rocket to be lifted away from the warhead, allowing you to move in and defuse it.

Now switch to Connors and order the squad to fall in. Enter the main corridor and follow it north. Be ready to gun down any soldiers along the way.

Turn south at the corner and unload a few rounds into a furnace room ahead. Make sure the room is clear, then continue south.

Have the squad cover the doorway while you move inside to clear the small room. If you have a frag grenade, carefully toss it in.

Move in behind the warhead and go to work.

Round the corner to the west and run past the destroyed tank. Engage more troops through the now open doors.

Keep moving south along the industrial machinery, pausing to take on enemy troops who get in your way.

Order the squad to regroup and move through this nearby doorway to the east.

After disabling the last warhead, a cutscene shows a tank moving into position to the north. Listen for the explosion–your mine worked!

Continue west along some chemical manufacturing equipment. Be ready for more troops rounding the corner from the south.

When you come to this corner, sidestep right and hit the doorway with rapid fire.

When the squad is inside, give them a hold order.

Before leaving this room, switch to Bradley and pick up the AK-74 and ammo (his AK-47 is probably low on ammo by this point).

Switch to Jones and move through the next corridor.

back to the squad's position in the small room. Equip the C4 detonator and set off the charge. This completes the mission objectives. Now it's time to get out of here.

The corridor leads to a large warehouse where you find the last SCUD launcher. There's a pile of explosive barrels behind it, stacked up against the door–this is your way out.

Switch to Connors and order the squad to fall in. Move into the large room where the last SCUD launcher was located to find a nice hole in the door, leading outside.

Plant a C4 charge next the SCUD launcher. The secondary explosion will set off the explosive material next to the door, blowing a large hole in it. With the charge placed, move

Before leaving, you must first secure the area near the extraction point. Sidestep south while facing west and move toward the large rock where you started the mission.

Individually position the squad members so they can accurately engage enemy troops. If needed, move toward the west and pick them off at close range.

Take up a crouched position and fire on the troops to the west.

When the area is secure, return to the mission start position near the gate. Once all squad members are in this area, the mission is complete.

FIRES OF KUWAIT

LOCATION: Al-Shuaiba Coastal Oil Refinery, Kuwait
DATE: February 24, 1991
BACKGROUND: At 0400 local time, the Allied ground offensive is launched against Iraq. President Bush announces that he has told commanders to use all forces available to eject Iraqi units from Kuwait. While many frontline Iraqi troops start to surrender, others continue to destroy Kuwait's oil fields. Your Special Forces team is sent to prevent further destruction to the oil fields.

MISSION ORDERS: Infiltrate the oil refinery and defuse the demolition charges planted throughout the facility. When all charges are defused, rendezvous with the Marines at the main entrance.

AVAILABLE SUPPORT: None
INITIAL OBJECTIVES:
- **INFILTRATE:** Infiltrate the Al-Shuaiba oil refinery north of the LZ. The site was captured when the Iraqi forces invaded Kuwait, and it is vital to the country's oil supply. Enter the refinery to confirm the presence of the enemy.
- **DEFUSE:** The enemy force holding the refinery has planted several charges at key locations around the refinery. If the charges are triggered, an explosive chain reaction will spread from the refinery to the surrounding oil fields, destroying Kuwait's oil supply. Locate and defuse all of the charges before they can be detonated.
- **RENDEZVOUS:** Rendezvous with the forward elements of the 2nd U.S. Marine Division at the main entrance. Make sure that at least 50 percent of the Marines survive.
- **STANDING ORDERS:** Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

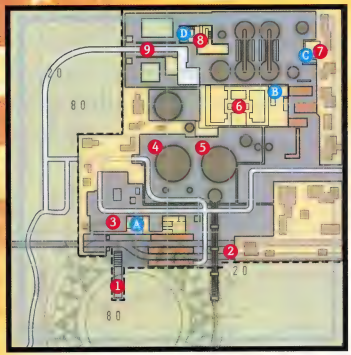
L96A1 (10/150)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M249 SAW (100/1,000)
Desert Eagle (9/90)
Combat knife
LAW 66 (1/2)
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
SPAS-12 (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 explosive (6)
Antitank mine (1)
C4 detonator
Night-vision goggles
Medi-Kit (6)



MAP KEY

OBJECTIVES:

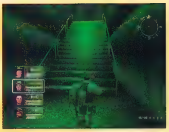
1–Start
2–Defuse (Charge 1)
3–Defuse (Charge 2)
4–Defuse (Charge 3)
5–Defuse (Charge 4)
6–Defuse (Charge 5)
7–Defuse (Charge 6)
8–Rendezvous
9–Defend

WEAPONS & EQUIPMENT:

A–AKSU-74 suppressed (1), AKSU-74 ammo (2)
B–AK-47 (1), AK-47 ammo (3), M67 frag grenade (3), Medi-Kit (1)
C–Medi-Kit (1)
D–AK-74 (1), AK-74 ammo (4), M67 frag grenade (4), RPG-7 (4)

The squad begins the mission in a small access tunnel just south of the refinery.

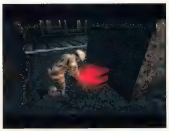
Switch to Foley and equip the night-vision goggles. Order Jones to fall in.



Run up the stairs to the north with Jones following. Leave Connors and Bradley behind for now.

At the top of the stairs, turn right and take up a position aiming down this set of railroad tracks. Drop prone.

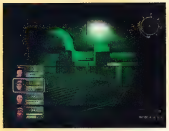
Order Jones to move forward, in between the two loading platforms.



As Jones moves forward, a cutscene shows an Iraqi soldier placing a charge.

TIP

Using Foley and Jones's silent weapons during this sequence prevents more Iraqi reinforcements from showing up.



Shortly after Jones reaches his position, a truck pulls up to the east. Aim toward the middle loading platform and wait for a guard to move into view. As soon as he's in your sights, drop him.

Turn toward Jones's position and drop the two guards moving toward him. Give the open fire order so Jones will help you engage. He can cover the area to the east.

Now swing your rifle to the north and wait for another soldier to approach along the far loading platform. This should take care of the immediate threats.

Stand up and run past Jones's position to the east.

At the end of the platform, turn north and take a knee. Order the squad to fall in.

Now switch to Jones and move east. You should hear an intermittent buzzing sound–you're close to one of the demo charges.

Now inch toward the small square structure to the northwest.

While the nearby guard is busy engaging your squad, fix your sights on the second guard, the one with the RPG, to the west. Take him down before he spots you and fires.

When the squad is in position, switch to Connors and sidestep around the truck to the north. A BMP is on the other side. Equip a LAW 66.

Spot the charge behind this pillar and defuse it.

Peek around the corner of the building to the west. A guard is moving toward your position.

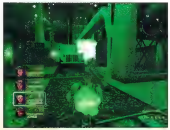
Switch to Bradley and order the squad to fall in. Head through this open door to the west.

Continue sidestepping to the right until the BMP partially comes into view. Switch to aim mode to get a closer look.

While Jones defuses the demo charge, switch to Foley and order the squad to hold position and their fire. Move around the eastern side of the truck.

As soon as the guard turns south, he spots Bradley and Connors. Give the squad an open fire order.

Open the subsequent doors and make your way through this hallway.



When the sights are lined up properly, fire the rocket and destroy the BMP.

When you reach this room, aim left to take out an unsuspecting guard.

Then aim to the open doorway to the west. Take out another guard as he rounds the corner.

Turn to the eastern side of the room to spot a guard working on some equipment. Take him down before he sees you.

Move through the western doorway and drop to a crouch. Sidestep left while aiming through this doorway.

Now crawl toward the doorway to the northeast.

While Bradley covers, switch to Connors and drop prone. Crawl into the next room.

When you make it to the doorway, quickly stand up and run north. The BMP may fire at you, but just keep moving until you make it behind some cover.

As you move into the room, a BMP and a group of soldiers barge through a door outside to the northwest. Bradley engages the guards, and you won't have to worry about the BMP as long as you stay low.

Now round the corner to the west and take aim at as shown here. The power transformer keeps you out of the BMP's sights. From here Connors can hit enemy troops as they move out of the large door to the west.

With Bradley and Connors providing covering fire, switch to Jones and crawl through the adjacent room, just as Connors did.

Cross the street...

...and make your way toward Connors.

Keep running west, past the chain-link fence and into the far corner where the BMP can't see you.

Hold in the corner and equip a smoke grenade. Wait for Bradley and Connors to drop the most recent wave of troops.

When it's clear, toss the smoke grenade toward the back of the BMP. Equip a C4 charge and run into the cloud of smoke.

Find the BMP and place a charge right next to it.

Now run back to the corner while the smoke screen is still effective. Equip the C4 detonator and wait for the smoke to clear.

Detonate the charge to destroy the BMP.

Once the charge is disabled, switch back to Connors and get ready for a soldier to move through the door to the north. Drop him, then order the squad to fall in.

Switch to Foley, sidestep (while crouched) in front of the doorway, and aim upward.

Look for this explosive barrel and fire three quick shots into it. The explosion takes out a guard hiding nearby.

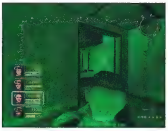
Now move south, past the smoldering BMP, toward the power transformer inside the chain-link fence enclosure. Another demo charge is placed here.

Move through the connecting rooms and hall.

Bring up the scope view and continue sidestepping right until you clear the door jam. Spot the sniper on the balcony above and take him down.

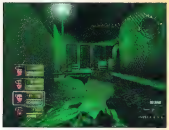
Retreat into the doorway and help Connors drop the incoming troops to the southeast.

Before defusing the charge, switch to Connors and face the closed door to the north. This door opens when the second demo charge is defused.



When you see a door to the left leading outside, aim toward the southeast as shown.

Now sidestep east while facing north.



Now switch to Connors, exit the building, and turn left, facing north. Move to a position so the crates are at your back. Drop any troops who move into view.

Switch back to Jones, find the demo charge, and defuse it.

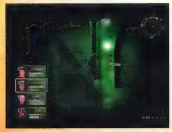
Quickly switch to Bradley and move to this area covering the eastern approach.

TIP

Whenever possible, engage enemy troops at long range. Otherwise, they throw grenades, causing your squad to disperse in all directions. To avoid this, advance slowly and ensure an area is clear before moving on.

Switch to Foley and order Jones to fall in. Move north toward the large pipes on the right; this is where the third charge is planted.

Hold at this corner and engage enemy troops as they come into view.



Before working on the charge, sidestep left and face east. Spot the sniper on the rooftop and take him down.

When things calm down, cautiously move east while scanning for enemy troops.

The area is now secure. Switch to Jones and defuse the charge. Switch to Connors, move to Bradley's position, and face east. Order the squad to fall in.

Turn north between the two large storage tanks. Another charge is placed on the pipes ahead.

Run past the charge and take a crouched position while aiming east. Keep your back to the charge; this keeps Jones covered while he defuses it.

Switch back to Connors and order the squad to fall in. Keep your sights trained on the corner to the northeast.

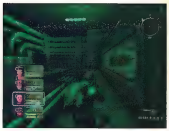
Gun down troops that round the corner to the left.

Now move toward the door to northeast. Sidestep around the corner and enter the doorway when it's clear.

Now switch to Jones and begin defusing the charge. Connors and the rest of the squad will provide cover.

Move through the room and open the door around the next corner.

Sidestep north while facing west and gun down a sniper on the storage tank.



Stop at this corner next to the office and aim east.

Now switch to Bradley and order the squad to fall in. Move through the door to the east.

Once outside, aim along the right side of the truck and drop a couple of soldiers to the south.

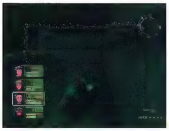
Spot the next doorway on the left and get ready to enter and clear.

Switch to Bradley and move toward the center of the room. Run past the charge and take up a covering position aiming east.

TIP

Before leaving this room, watch for another soldier attacking from the west. He uses a silenced weapon, making him hard to spot.

Then turn to the left and gun down a few more soldiers to the east.

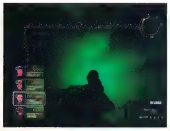


Turn right at the doorway and quickly move down the walkway to the south. Blast the first guard who comes in to view.

Switch to Jones and run toward the charge and defuse it. The squad will cover.

Follow the next hallway around until it leads outside. If needed, pick up the AK-47 and other goodies while passing through this area.

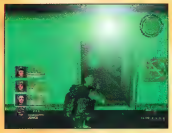
Follow the pathway leading through the pipe work. Be ready to gun down more infantry along the way.



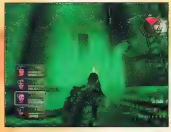
Round the corner to the east and spot another guard firing from above. Drop him with a quick auto burst. Your squad will assist.

When the charge is defused, switch to Bradley and face the door to the east. Gun down the soldier who opened it.

Halt near this relatively open area and engage enemy troops to the north.



Approach the door on the northern side of the building and open it. Quickly gun down the two guards inside.



When the area to the north is clear, sidestep to the right while facing west and take out the guard on the catwalk above.

Enter the building and turn around to face the doorway.

Now move north, along the small rectangular building; the last charge is inside.

Switch to Jones and find the charge. It's located on the eastern side of the room. Defuse the charge and pick up the Medi-Kit while you're in here.

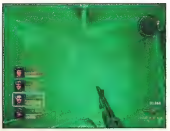
With the last charge defused, you now need to make your way to the rendezvous point to the west. Switch to Connors and order the squad to fall in.

When the firing dies down, cautiously move south. Be ready to drop more troops around the next corner.

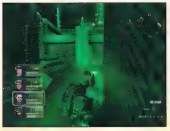
Exit the building and continue moving north, then turn west at the next corner.

Now move north between these large storage tanks and round the corner to the west.

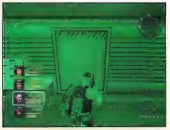
When you come to this branch leading south, hold and engage the enemy from a distance. If needed, fire a few shots to draw more troops into your sights.



Before entering the building to the west, sidestep right around this storage tank and aim south to take out another sniper on the catwalk above.



Peek around the left and right of the large stone pillar to the south and open fire on the enemy troops.



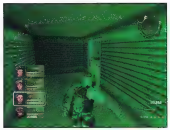
Now enter the building and listen to the radio message from the Marine officer.

Move through the door and proceed up the steps.

NEW OBJECTIVE:
■ DEFEND: The enemy has sprung an ambush on the arriving Marine forces! Help the Marines to defend the entrance. Make sure that at least 50 percent of the Marines survive.

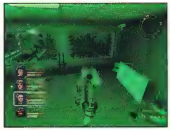
Follow the upstairs hallway around until you come to a doorway on the right.

Aim for the rear armor of the first tank and fire.

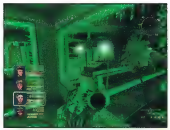


Fire on any enemies you can see through the broken glass door, then move in to clear the rest. Two soldiers are to the west, and another is down the steps to the east.

If you hit the right spot, the tank erupts in a massive fireball.



Immediately equip your last LAW 66 and move to the window in the northwest corner. A couple of tanks are ambushing the Marine convoy. Take them out.



You're out of LAW rockets, so pick up one of the nearby RPGs and spot the second tank to the southwest.

Switch to aim mode and line up the sights on the turret. Fire to destroy the last tank. The tanks are down, but the Marines are still facing resistance from enemy troops to the south.

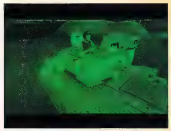
Equip the M249 and open the door to the south.

Move to the window and open fire on the enemy troops below.

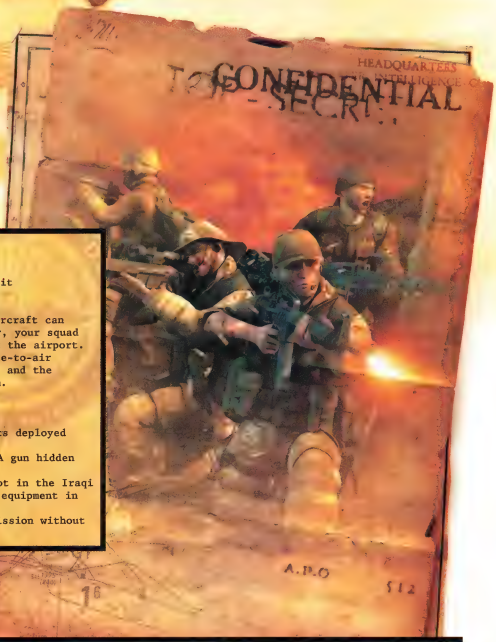
Switch to Bradley and move along Connors's side to provide more fire support.

Then position Jones to cover the staircase to the east.

While Bradley and Connors are firing, switch to Foley and equip a Medi-Kit. Heal any squad members in need.



When all Iraqi troops are neutralized, the mission is complete. Time to head back to base.



AIR COVER

LOCATION: Kuwait City Airport, Kuwait
DATE: Unknown

MISSION ORDERS: Before Coalition aircraft can strike the super guns in the harbor, your squad must neutralize the air defenses at the airport. Find and destroy three SAMs (surface-to-air missiles), 1 AA (antiaircraft) gun, and the equipment in the relay control room.

AVAILABLE SUPPORT: None
INITIAL OBJECTIVES:

- **SAMS:** Destroy the SAM emplacements deployed around the airport.
- **AA GUN:** Locate and destroy the AA gun hidden in the airport.
- **RELAY CONTROL:** Create a blind spot in the Iraqi Air Defense grid by destroying the equipment in the relay control room.
- **STANDING ORDERS:** Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
Night-vision goggles
Medi-Kit (6)

FOLEY

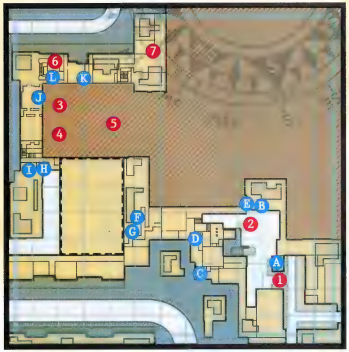
M82A1 Barrett (11/110)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M249 SAW (100/1,000)
Desert Eagle (9/90)
Combat knife
LAW 80 (1/3)
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
SPAS-12 (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 Explosive (6)
Antitank mine (1)
C4 detonator
Night-vision goggles
Medi-Kit (6)



MAP KEY

OBJECTIVES:

1–Start
2–SAM
3–SAM
4–SAM
5–AA gun
6–Relay control room
7–Rendezvous

WEAPONS & EQUIPMENT:

A–RPG-7 (1)
B–Medi-Kit (1)
C–AK-47 (1), AK-47 ammo (5), M67 frag grenade (3)
D–Medi-Kit (1)
E–AKSU-74 (1), AKSU-74 ammo (4)
F–Medi-Kit (1)
G–RPG-7 (1)
H–Medi-Kit (1)
I–AK-74 (1), AK-74 ammo (5)
J–RPG-7 (1), M18 smoke grenade (4)
K–Medi-Kit (1), M67 frag grenade (3)
L–Medi-Kit (2)

The squad begins the mission southeast of the first SAM site. But before you make your way to the SAM, you must take out a tank.

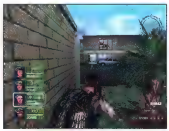
Aim toward the corner to the west and order the squad to fire at will.

Switch to Connors and equip a LAW 80. Sidestep out to the west and aim north.

Use aim mode to spot the tank in the distance. Center the sights on the turret and fire.

The powerful LAW 80 cuts through the tank's armor, turning it into flaming hulk. Move back around the corner and equip the SAW.

Now run past the forklift and head for the red van to the northwest.



Circle around the van and move up against this wall while facing east. Take out the soldier in the second story across the street. From this position, Connors can ambush troops moving from the north.

Switch to Foley and run toward the building Connors is aiming toward.

Turn into the building and take the stairs up to the second floor.

Once upstairs, drop to a knee and search for targets to the northwest.

Scan the second story windows for soldiers and drop them with a single shot. Continue firing as new soldiers take their places.

Once Foley clears the windows to the northwest, switch to Connors and take up a position behind this second Dumpster. From here Connors can fire into the doorway to the north, as well as ambush troops that round the corner from the west.

When the windows are clear, inch forward and aim toward the Dumpster to the northwest.

Now switch to Bradley and order Jones to fall in. Move toward Connors's position.

Drop enemy troops as they round the corner.

Round the corner to the west and engage any troops you encounter.

Watch for fire from the west and north. If needed, move farther back in the room for cover. Now is a good time to pick up that RPG in the northwest corner.

Move to this corner and aim toward the doorway to the west.

Switch to Connors and move toward Bradley and Jones's position on the other side of the wall. When you get to the corner, take a knee and aim toward the doorway to the north.

Now switch to Jones and make a break for the SAM.

Move in behind the SAM and drop prone; more enemy soldiers are in the second-story windows to the south. Equip a C4 charge and plant it next to the missile.

TIP

A Medi-Kit is in the building to the north. If you're going to pick it up, now's the time.

Run back to Bradley and Connors's position and use the C4 detonator to destroy the first SAM.

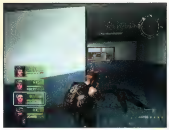
Switch to Connors and order the squad to fall in. Move toward the doorway to the west and sidestep inside.

Follow the hallway and cautiously move up the ramp leading east. Drop any troops who come into view.

Quickly move to the northern doorway and aim toward the steps in the adjacent room. Take a knee and gun down the troops as they move down the stairs.

Return to the large room where the rest of the squad is holding. Instead of joining them, move through the doorway in the northwest corner.

While the squad covers the stairs, switch to Foley and round the hallway to the east. Equip the pistol in case you encounter any resistance.



At the top of the ramp, sidestep around the corner and gun down the soldier near the window.

While Connors and the rest of the squad cover the northern approach, switch to Bradley and raid the surrounding rooms for weapons and gear.

Follow the corridor into the restroom. You can find a Medi-Kit in the far northwest corner. Return to the squad's position.

Enter the office at the end of the hall and pick up the AKSU-74 and ammo.

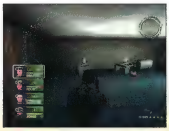
Immediately swing west and creep toward the next doorway.

Begin by moving south. Be ready to take on any troops in the adjacent hallway.

Switch to Connors and order the squad to fall in. Move through the northern doorway while aiming up the stairs to the west. Crouch behind one of the large pillars and gun down more troops as they run down the steps.

Switch back to Connors and move up the stairs to the west.

When you get to the doorway, sidestep west while facing north. Drop any soldiers in the room and in the hallway beyond.



Continue moving down the hall and into the office to pick up an AK-47, ammo, and three grenades.

Sidestep around the next corner and aim north. Drop any troops who get in your way. Move up the next set of steps, but stop short of the next corner.

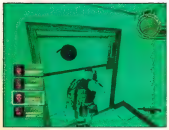
Crouch and, while aiming west, sidestep around the corner into the darkened cafeteria ahead. Order the squad to hold.

Switch to Foley and activate the night vision goggles. Drop prone and roll north.

Continue rolling to the right until you spot a soldier with an RPG in the cafeteria's kitchen to the west. Take him down before he sees you. Engage any other troops who come into view.

Switch to Connors and cautiously enter the cafeteria. Keep an eye on the doorway to the southwest; this is where the troops enter.

Keep your sights trained on the doorway and approach it. Ignore the door on the left.



Move through the kitchen and through the door on the left.

Turn right and take a knee. Aim into the hallway to the west and ambush enemy troops as they move into view. Order the squad to fall in.

When the squad catches up, switch to Bradley and cover the doorway to the east, covering the cafeteria. Turn off the night-vision goggles.

Switch to Jones and equip the SPAS-12. Exit the small room and turn right into the next hallway. Approach the office on the left.

TIP

The SPAS-12 shotgun is perfect for close-quarters combat. To conserve ammo, switch to single-shot mode.

Inside the office, pick up a Medi-Kit in the southeast. Exit the office and move down the hall to the south, passing the squad's position.

Turn right at the corner and move west. Another office is to the right.

Enter the office and pick up the RPG-7 in the northwest corner.

Exit the office and follow the hall to the south. Turn and face the doorway to the west and switch back to the MP-5SD.

Switch to Connors and move to Jones's position. When you get there, order the squad to fall in and move through the doorway to the west, which leads into a large hangar.

TIP

Before moving into the hangar, make sure each squad member has an automatic weapon at the ready. The AKSU-74 Foley picked up earlier is useful here.

Race into the hangar and take out any troops you see.

Move north (by sidestepping) and engage enemy troops to the west. Make your way to the large staircase in the hangar's northwest corner.

Circle around the front of the plane and be ready to gun down a soldier with an RPG on the west facing wing.

CAUTION

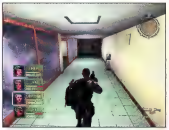
Avoid stopping in the hangar. There's little cover and a near-endless supply of enemies. If you get bogged down in the hangar, your squad could be pinned down and even run out of ammo. Just keep running for the staircase in the northwest corner.

Now make a break for the staircase in the corner and climb to the top. Watch out for more troops at the top near the doorway.

Follow the catwalk at the top of the stairs and enter the doorway on the right.

Once the squad has exited the hangar, switch to Bradley and cover the door to the east.

Switch back to Connors and round the next corner to the west. Take out the troops at the end of the hall.



Run ahead to the second office on the left.

Move inside and sidestep left, facing the doorway to the north. Take cover behind the copy machine and shoot out the window to get a better view.

Switch to Foley and grab some gear. The office to the east has a Medi-Kit, and the western office contains an AK-74 and ammo.

Switch to Connors and order the squad to fall in. Move through the doorway to the north to enter a dark stairwell.

Cautiously make your way down the set of stairs clearing the way with automatic fire as you move.

At the bottom, sidestep into the adjacent hallway and aim west. Open fire as more troops round the corner ahead.

Fight your way through the U-shaped hallway until you're heading east.

Move against the northern wall and aim west, toward the doorway. Order the squad to fall in.

Stop at this corner and aim into the dark room to the north. Order the squad to hold.

Move into the next hallway and turn east. Turn off the night-vision goggles and approach the next corner to the left.

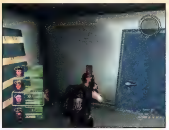
Switch to Bradley and move him into a position so he can cover the hallway to the west.

At the corner, switch back to Connors and order the squad to fall in. Carefully move into the next room.

With both directions covered, switch to Jones and activate the night-vision goggles. Enter the door to the north and clear the room. Watch for more troops moving through the door in the northwest corner.

Sidestep to the right and aim west. Quickly gun down a soldier (with an RPG) hiding behind the red baggage cart.

Exit the room through the doorway in the northwest corner and move into the hallway. Move toward the door at the end of the corridor. Pick up the RPG and smoke grenades along the way.



Take some time to heal the squad at the end of the hall, then use the switch to open the door.

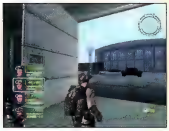
Immediately move east and take up a position along the bus.

A tank moves out of a garage to the north. Equip a LAW 80 and track its movements.

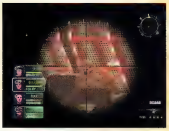
Switch to aim mode and wait for the tank to stop. Fire before the turret rotates in your direction.

Now turn to the southeast and spot another tank racing across the tarmac.

When the tank comes to a stop, use your last LAW 80 to knock it out.



Switch to Foley and order Jones to fall in. Equip a smoke grenade and throw it toward the AA gun to the south.



Bring up the scope and zoom in. Drop the operator with a head shot.

Switch to Bradley and move out of the garage. Crouch and take up a position covering a door to the east.

Equip the M249 again and continue moving east.

Throw a second grenade to widen the smoke screen.

Run toward the AA gun and mount it.

Then switch to Connors and have him cover the distant doorway to the west. All enemy access points to the tarmac are now covered.

When you get to the garage on the left, gun down all the troops nearby and duck inside.

Equip the M82A1 Barrett and make a break for the western side of the burned-out tank.

Aim the AA gun at the garage to the southeast.

Now switch to Jones and plant a C4 charge next to the AA gun.

Run to the northeast corner of the garage and wait for your squad to catch up. This will give you a place to heal and regroup.

Sidestep along the side of the tank until you can see the AA gun.

From the AA gun, run toward the SAM in the northwest corner. Keep an eye on the nearby door.

Once the squad is gathered, set off the charges by using the C4 detonator. With the AA gun and SAMs destroyed, all that's left is the relay control room.

Plant a C4 charge next to the SAM. Connors will supply suppressing fire should any enemies approach.

Equip the SPAS-12 and move through the northwestern doorway. Be ready to drop a few troops in the hallway and the open door to the left.

Then run to the last SAM, located in the southwest corner, and plant a charge.

Ignore the open door and follow the hallway to the right. While moving south, look for an open door to the left.

With all charges set, run to the northeast corner of the tarmac. When you arrive, order the squad to fall in.

Enter the stairwell and take it to the upper floor. Keep an eye on the door to the north.

Scan the corners of the next room, then move west through the open doorway.

Face north and sidestep west out of the stairwell. Blast any troops who round the corner.

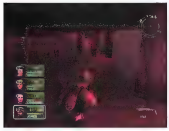
Turn north in the next hall and drop a couple of soldiers near the door on the left. When it's clear, enter the doorway.

Move past the bodies and turn down the short hallway to the south.

Immediately turn left and move to the southeast corner of the room. Take cover behind the desk and engage troops moving through the doorway to the northwest. Before leaving, pick up the frag grenades and a Medi-Kit.

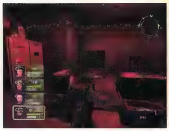
Cautiously approach the doorway and drop any more troops who move around the corner.

Turn south into the next hallway. The relay control room can be accessed through the next doorway on the right.



Sidestep into the next doorway while aiming north.

Look for the soldier on the other side of the computer terminal and drop him. Fire another shotgun blast into the computer to complete your last objective.

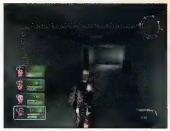


Move behind the computer and wait for more soldiers to enter the room through the door to the north. Blast them before they can raise their weapons.

If you need Medi-Kits, move through the door to the north and climb the stairs to the upstairs room, which contains two.

Now retrace your steps through the terminals and make your way back to the ground level. Be prepared to take on enemy reinforcements along the way.

When you make it back to the stairwell, activate the night-vision goggles. This makes it easier to see any enemies waiting for you at the bottom of the steps.

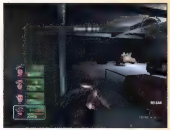


Enter the adjacent hallway and watch for more troop activity near the open door on the right. Sidestep past it to avoid being surprised.

Then turn east down this hallway. The M2 Bradley armored personnel carrier (APC) is in the next room.

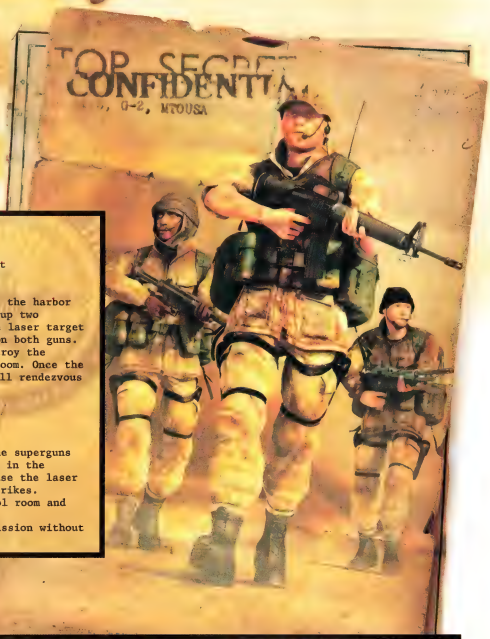
Apparently, the APC convoy was ambushed. Clear the room before approaching the M2 Bradley.

A soldier is hiding behind the forklift to the north. Toss a grenade in his direction. If that doesn't take him out, it will at least draw him into the open.



When he runs out, gun him down with an auto burst from the MP-5SD.

Move the squad toward the Bradley to complete the mission.



SUPERGUNS

LOCATION: Kuwait City Harbor, Kuwait
DATE: Unknown

MISSION ORDERS: Fight your way into the harbor facility, where the Iraqis have setup two superguns in the dry docks. Use the laser target designator to call in air strikes on both guns. You'll also need to locate and destroy the equipment in the supergun control room. Once the targets are destroyed, Delta-Six will rendezvous at the harbor side for extraction.

AVAILABLE SUPPORT:
M2 Bradley APC, F-15 Strike Eagle
INITIAL OBJECTIVES:
■ DESTROY: Intelligence believes the superguns have been installed and camouflaged in the harbor's dry docks. Find them and use the laser target designator to call in air strikes.
■ DISABLE: Find the supergun control room and destroy the equipment.
■ STANDING ORDERS: Complete your mission without losing any squad members.

WEAPONS & EQUIPMENT

BRADLEY

M16A2 (30/600)
M203 (1/2)
P228 (13/130)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Binoculars
Night-vision goggles
Laser target designator
Medi-Kit (6)

FOLEY

M82A1 (11/165)
Model 92 (15/150)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

CONNORS

M249 SAW (100/1,000)
Desert Eagle (9/90)
Combat knife
LAW 80 (1/2)
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
Night-vision goggles
Medi-Kit (6)

JONES

MP-5SD (30/600)
SPAS-12 (7/70)
Combat knife
M67 frag grenade (4)
Phosphorus grenade (2)
M18 smoke grenade (4)
Claymore mine (3)
C4 Explosive (8)
Antitank mine (1)
C4 detonator
Night-vision goggles
Medi-Kit (6)

MAP KEY

OBJECTIVES:

1–Start
2–Supergun
3–Supergun control room
4–Supergun
5–Rendezvous

WEAPONS & EQUIPMENT:

A–AK-74 (1), AK-74 ammo (3), Medi-Kit (2)
B–Medi-Kit (1)
C–AKSU-74 (1), AKSU-74 ammo (5), RPG-7 (1)
D–RPG-7 (1), RPK-74 (1), RPK-74 ammo (6), Medi-Kit (2)
E–M67 frag grenade (3), M18 smoke grenade (2)
F–SVD Dragunov (1), Dragunov ammo (5)
G–RPG-7 (2), Medi-Kit (2)
H–AKSU-74 (1), AKSU-74 ammo (4), M18 smoke grenade (1), Medi-Kit (4)
I–RPG-7 (2)

The squad begins the mission in a street, standing next to the M2 Bradley.

Activate the night-vision goggles and switch to Jones. Hop inside the M2's driver position.

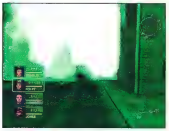
Switch to Foley, get inside the Bradley, and move to the gunner position.

Switch back to Jones and drive the Bradley around the corner.

As you round the corner facing west, switch back to Foley and go into aim mode. Use short, controlled bursts from the Bradley's 25mm cannon to drop the incoming soldiers. All it takes is one hit, so conserve ammo.

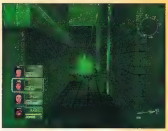
TIP

While controlling the Bradley's cannon or TOW positions, you can move and turn the APC with someone in the turret and controls.



As troops enter the street via the alley to the north, target the car on the right side of the road and pump a few rounds into it. The explosion takes out any troops hiding behind it.

When things calm down to the west, move down the road and stop next to the alley to the north. Swing the turret right and aim down the alley.



Switch to aim mode and drop any troops who come into view. While firing north, keep an eye open for more troops to the west.

With the street and alley clear, switch to Bradley and order Connors to fall in. Move toward the alley.

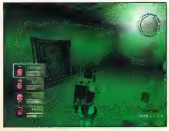
Move down the alley to the north and sidestep right while aiming west. Engage any troops hiding in the courtyard.

Move back into the hallway and order Connors to fall in.

When it's clear, move into the building to the east.

Run across the courtyard toward the building to the west. Keep your sights centered on the doorway.

Once inside, switch to Connors and position him to cover the doorway. Take a knee and aim west toward the building on the opposite side of the courtyard.



Pass through the building and exit through the western doorway.

While Connors covers the door, switch to Bradley and grab an AK-74, some ammo, and a couple Medi-Kits in this room.

Enter the adjacent alley and turn left, facing south.

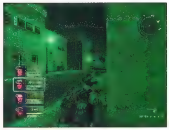
Switch back to Jones and drive the M2 down the road. Stop at this bend in the road.

Zoom in for a closer look and drop the gunner.

Switch to Foley and hop out. Cautiously approach the corner to the east and drop prone.

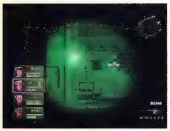
Stand up and run toward this building to the northwest.

Roll north around the corner.

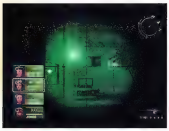


Crouch at the corner and aim toward the second story of the building to the southwest.

Look for a set of sandbags to the northwest. This is a machine-gun position.



Pick off the soldier in this window.

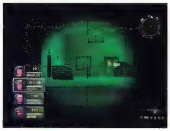


Keep aiming down the street and pick off more soldiers in the window and any who move into the street. Order Bradley to fall in. Connors will follow.

While the rest of the squad engages troops to the northwest, switch to Jones and drive the M2 toward the squad's position. The Bradley may help draw fire away from the squad.

When things calm down, switch to Foley and cross the street while heading southwest.

Sidestep into this alcove and aim toward the building to the northwest. Be ready for more troops to pour through the doorway.

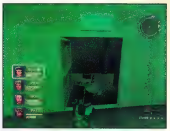


Help Bradley and Connors engage enemy troops that move out of the doorway.

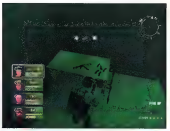
Switch to Jones and drive the M2 to a position facing the targeted building.

Switch back to Foley and order Connors and Bradley to hold. Run toward the M2 and get inside, taking a position behind the cannon.

Now switch to Bradley and order Connors to fall in. Cross the intersection and run toward the building to the northwest.



Cautiously enter the building and be ready to gun down any resistance.



Inside, pick up an AKSU-74, ammo, and an RPG-7. Outside, behind the machine-gun nest, you can find a Medi-Kit.

Switch to Foley and move to the Bradley's TOW position.

Switch to Jones and cautiously drive the M2 down the street to the northeast.

When you hear the sound of an incoming tank, quickly switch to Foley and inch the M2 forward until you can see the corner to the northeast.

Switch to aim mode and wait for the tank to fill your sights.

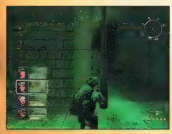
When the smoke clears, spot the soldier on top of the building–he has an RPG. Take him down before he spots you.

Fire the TOW before the tank spots you. One shot will take it out.

Keep scanning the roof and look for reinforcements. Meanwhile, order Bradley and Connors to fall in.

Exit from the Bradley and equip a smoke grenade. Throw it behind the car on the left side of the street.

When the path ahead is clear, cautiously move down the road to the east.

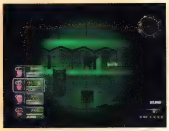


When the smoke disperses, run toward the car and take a position near this wall aiming east.

Before approaching the next corner, switch to Bradley and equip the M203 grenade launcher.

Aim toward this window to the south and fire. This should take out the soldier with an RPG hiding inside.

Switch back to Foley and order Connors to hold. Drop prone and roll around the corner, facing north.



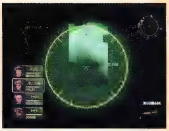
Bring up the scope and drop the two soldiers on the balcony.

Once they're down, aim into the doorway to the right and drop two more soldiers who run out. When they're down, back away from the corner and make room for Bradley to pass.

Switch to Bradley and order Connors to fall in. Round the corner to north.

Stop about halfway down the street and order Connors to hold.

Switch to Bradley and equip a smoke grenade. Sidestep around the corner and throw it in the direction of the tank. Then move back around the corner.



When the smoke clears, spot the tank in the distance and fire a TOW. When the tank is destroyed, switch to the gunner position.

Turn right at the top and look for a hallway leading north.

Continue to the next corner and wait for a tank to move through the gate to the northwest. Run back behind the corner before it sees you.

Now switch to Foley and inch the M2 forward until you can just see around the corner. The smoke screen prevents the tank from seeing you.

Now switch to Bradley and order Connors to fall in. Move around the corner and look for the open doorway to your immediate left.

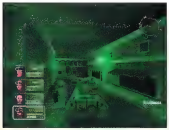
Drop to a crouch and move through the hallway until you see a soldier with an RPG. Gun him down while his back is turned.

Switch to Jones and drive the M2 forward. Stop and let Foley get in. Make sure he gets in the TOW position.

Change to aim mode and focus on the smoke screen.

Move through the doorway and climb the stairs.

Move to the balcony to pick up and RPG and a couple of Medi-Kits. An RPK-74 and ammo are back in the hallway; have Connors pick this up.



Drive around the corner and stop next to Bradley and Connors.

Once you've gathered the gear, order Connors to fall in and exit the building.

Make your way to the Bradley and hop in. Connors follows.

As troops pour out of the buildings to the west, keep moving while Foley opens fire with the cannon.

Switch to Jones and drive the M2 Bradley toward the gate where you destroyed the tank.

At the end of the street, turn right and take out the machine-gun position.

Turn left into the gate and move west across the bridge.

Back the Bradley into a position so it's facing the door to the south. Make sure the turret can still spot targets across the bridge to the east.

TIP

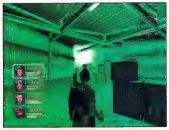
Don't bog down on the bridge. Make your way across as quickly as possible and engage the troops at close range.

Switch to Bradley and get out. If the follow order is still in place, Connors will join you. While Foley covers with the Bradley's cannon, move toward the doorway.

Turn north and enter the next room in the warehouse.

Enter the warehouse and take out the soldier hiding behind the crates just south of the entrance.

Spot the door on the left and enter. Turn left and move up the stairs.



Another soldier is hiding behind the crates in the southwest corner. Toss a frag grenade over the crates to take him out.

Switch to Connors and leave him behind facing north down the stairs.

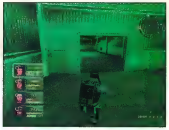
Switch back to Bradley and continue up the stairs. Crouch and sidestep into the room while facing north. Drop the soldier at the far end of the room.

Once the target is painted, an F-15 streaks across the sky and drop its laser-guided ordnance, destroying the first supergun.

Once outside, veer left and head for this shipping container to the southwest.

When you spot more troops ahead, drop prone and begin firing. Connors secures this approach while Bradley and Jones raid the supergun control room.

Turn left and approach the window overlooking the first supergun. Look for a soldier to the southwest hiding between a storage tank and a crate. Take him out.

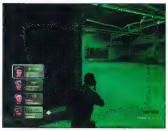


Move back down the stairs and order Connors to fall in. Move north into the next room of the warehouse.

Crouch and peek around the corner to engage more troops. When it's clear, aim at the doorway to the southwest.

Switch to Bradley and cautiously move toward the door to the southwest. Sidestep right and face the opening, dropping enemy troops who come into sight.

Move along the window until you have a good view of the supergun. Equip the laser target designator.



Crouch near this shipping container and engage enemy troops to the west. Order Jones to fall in. Foley should stay behind in the Bradley for now and engage troops moving across the bridge to the east.

Switch to Connors and head north.

Aim for the center of the gun and wait for the laser to lock on before calling in the air strike.

When Jones catches up, fight your way out of the warehouse, exiting to the west.

Enter and clear the first room. A few grenades are sitting on a crate in here.

Move past Connors and take a position to the right of the next warehouse's entrance. Order the squad to hold.

Sidestep into the next room and gun down the guard to the west. This is the control room.

Switch to Jones and equip the C4 detonator. Set off the charge to destroy the supergun controls.

Once the room is clear, switch to Jones and plant a C4 charge next to the computer equipment.

Switch to Connors and move toward the warehouse entrance.

Order Jones and Foley to fall in, then move toward Connors's position.

Equip a LAW 80, sidestep left, and aim north until you can see the corner of a tank. Don't expose yourself to the tank's turret.

Enter aim mode and line up your sights. Fire the rocket to knock out the tank.

Now head to the supergun control room, leaving the rest of the squad near the warehouse entrance.

Pass through the control room and spot the doorway in the southwest corner.

Move through the doorway and turn right. Pick up the RPGs and Medi-Kits.

Now move to the northern end of this rectangular room and drop prone. Face the doorway in case any troops barge in. Connors will remain here until you need him to ambush and demolish some more armor.

Switch to Bradley and order Foley and Jones to fall in.

Sidestep into the warehouse while facing north. Spot a soldier at the far end crouched next to a shipping container. Take him out before moving any farther. If needed, use Foley's Barrett.

Move north through the warehouse and move toward its exit in the northwest.

Stop short of the exit and face south; a sniper and several other troops wait for you in the alley beyond.

Switch to Foley. Crouch and sidestep right while aiming south.

Spot a soldier on a rooftop. Drop him before he sees you.

Drop prone and roll into the alley, facing south.

Bring up the scope and begin picking off soldiers to the south. Keep an eye open for a soldier with an RPG; consider him a high priority target.

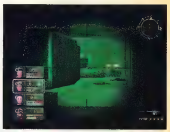
While Foley provides cover, switch to Bradley and move behind the shipping container on the western side of the alley. Jones will follow.

Allow Foley to drop a few more targets, then continue moving down the alley to the south. Stay along the eastern side to avoid being seen by a machine-gun position. Watch out for more troops moving out of the warehouse to the west.

Hold in front of these stacked shipping containers and aim toward the warehouse doorway across the alley.

Switch to Foley and move down the alley. Crouch near these crates along the western wall and move in behind them.

Look for the machine-gun position to the south.



Once you have a fix on it, stand up and peer through the scope to take out the gunner. Go for a head shot.

Switch to Bradley and order Foley to fall in. Move toward the warehouse entrance.

Sidestep south and face west when you approach the entrance. Assist your squad in clearing the building.

When the turret rotates away, raise to a crouch and aim for the tank's rear armor.

Move behind this shipping container and face south. A tank outside the warehouse to the south is effectively pinning your squad.

TIP

Use an RPG to take out this tank. You'll need the last LAW 80 later.

Quickly fire the rocket to destroy the tank.

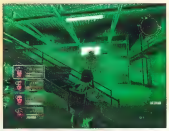
Switch to Connors and roll in front of the nearby window to spot the tank outside. Equip an RPG.

Now switch to the M249 and gun down enemy troops to the south and west. Connors will cover while Bradley and the rest of the squad move into the next warehouse to target the second supergun.

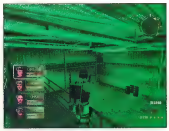
Switch to Bradley and move toward the next warehouse to the south.

Watch for soldiers moving out of the door in the upper southeast corner.

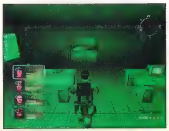
Once inside, turn right and make a break for the staircase.



Pause at the base of the stairs and turn south. Use the M203 to fire a grenade through the second-story window. This should take care of any soldiers hiding in the office.



Climb the stairs and follow the catwalk. Keep your weapon pointed at the door.



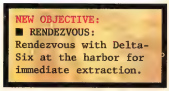
Once inside the upstairs offices, turn right and clear the rooms.

Although you fired a grenade into the next room, clear it to make sure nothing is moving. You can also find an AKSU-74, ammo, a Medi-Kit, and a smoke grenade sitting on a table.

Now move to the large window overlooking the second supergun. Equip the laser target designator.

Lock on and call in an air strike.

When the F-15 destroys the last supergun, your mission is complete. Now it's time to get out of here. You must make your way to the docks, where Delta-Six will meet you with a Black Hawk for extraction.



Make your way outside and head north. Be ready to encounter more troops.

Return to the alley, this time moving north, and engage any enemies you find along the way.

When you make it back to the warehouse with the destroyed tank inside, move along the eastern wall toward the exit. The extraction point is just outside to the east.

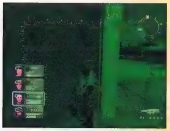
As you near the exit, listen for the sound of an incoming tank. Backpedal into the warehouse and take up positions along the eastern wall, aiming toward the exit. Not only is there a tank outside, but troops are moving toward your position.

Switch to Connors and make your way to the extraction point.

When you exit the warehouse housing the supergun control room, you can see (and hear) the Blackhawk to the north.

Approach the door to the northwest and prepare a phosphorus grenade. Run forward and toss it inside; this is where the reinforcements originate.

Enter the room and clear it. Chances are, nobody is in here, but you don't want troops coming up behind you.



Return outside and turn left. Equip your last LAW 80. Ignore the soldiers on the freighter for now.

Sidestep right until you spot the tank to the north.

Switch to Bradley and lead the rest of the squad out of the warehouse. Help Connors clear the area to the north. Keep your sights trained on the small shack.

Quickly aim the LAW at the tank's rear armor and fire.

Move back around the corner, equip the SAW, and open up on the troops firing from the freighter to the east. Make your way back to the squad's position while firing.

Take cover along the western side of the burned-out tank and engage troops to the north.

TIP

If needed, a couple of RPGs are in the shack to the north. This could be a fun way to take out the soldiers on the freighter.

Once outside, switch to Foley and go to work on the soldiers positioned on the freighter.

Sidestep until they come into view, then bring up the scope and drop them.

Switch to Bradley and order the squad to fall in. Move toward the Blackhawk to complete your mission.

Keep scanning the freighter for more incoming fire and zero in on the muzzle flashes. Zoom in for accurate shots.

With the Iraqis on the run, the campaign draws to a close. Time to pack up the gear and head home. Good work, soldier!

When the area around the extraction point is clear, the Blackhawk will descend.

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Games/Shooter
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